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22 PREVIEWS 36 REVIEWS OVER 1000 TIPS!

games master

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10 cool jobs in the games biz and how to get them!

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- Final Fantasy 10
- Tekken 4
- Wave Race
- Syphon Filter 3
- Devil May Cry
- Rayman M
- Virtua Fighter 4
- Mario Kart Advance
- Max Payne
- Extreme G3
- Paper Mario

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FOR THE BEST GAMES ON EVERY FORMAT!

REVIEWED!

CODE: VERONICA X

The scariest Resi played to death on PlayStation 2! First UK review!

PS2 & GBA!

CRASH BANDICOOT
THE WRATH OF CORTEX

PS2's star platformer previewed! Plus first GB Advance screens!

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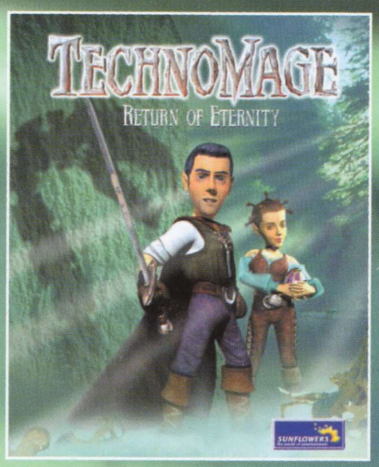

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INFOGRAMES

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PlayStation

PC CD ROM

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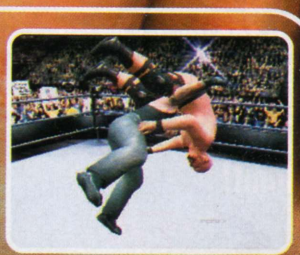
Games Master

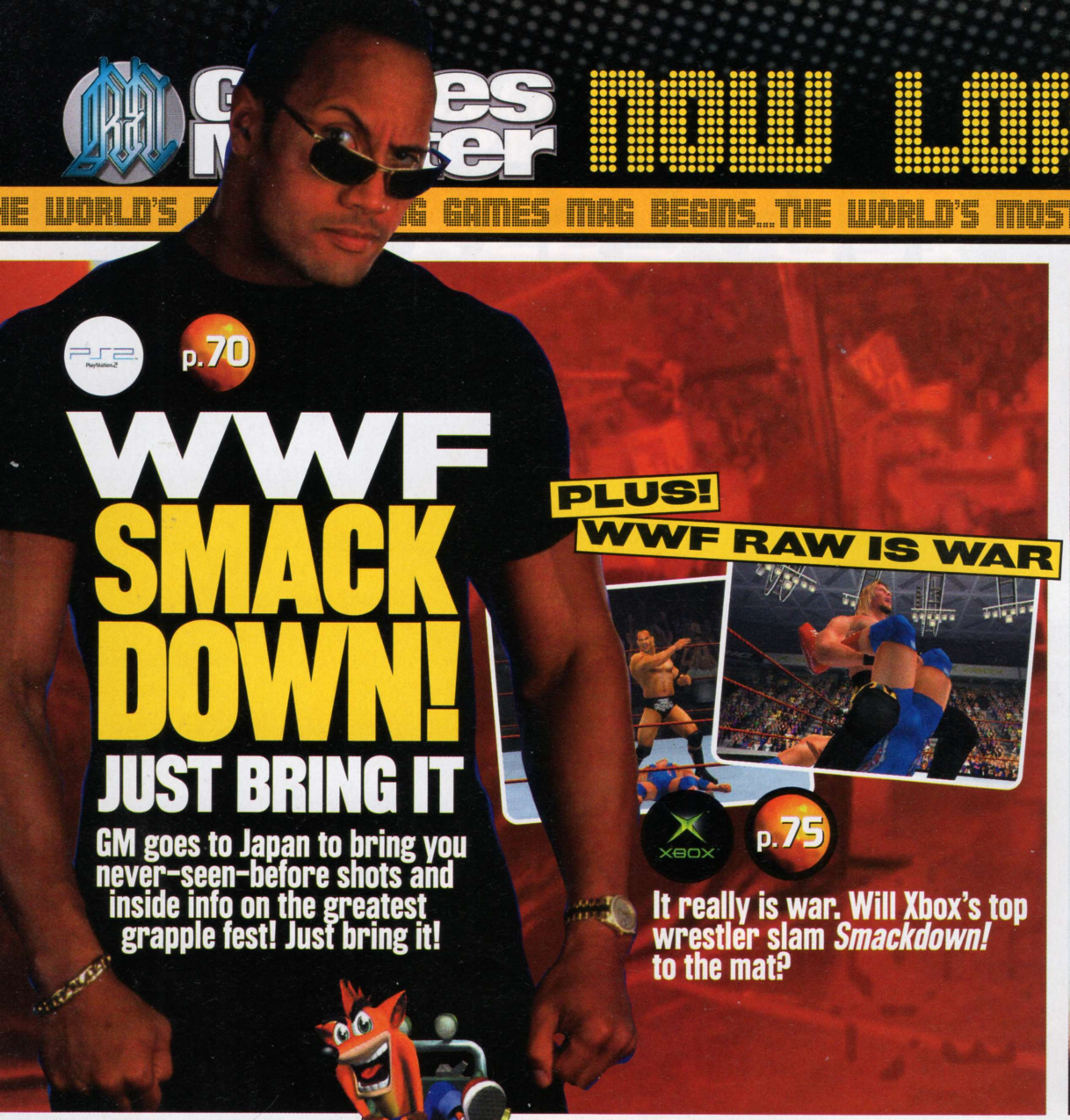
WWF SMACKDOWN!

JUST BRING IT

Can you smell what The Rock is cooking? We went all the way to Japan to have a whiff and can confirm Sunday roast levels of goodness. GM's proud to just bring you the biggest, most expertly written, backstage playtest of what could be the greatest wrestler ever. It all kicks off on page 70. It's not all grappling though, turn the page to see the biggest games on every machine as we dig in for the start of a huge console war!

HEAD THIS WAY FOR HOT NEW GAMES! FLIP IT OVER AND GET INVOLVED!





p.70

WWF SMACK DOWN!

JUST BRING IT

GM goes to Japan to bring you never-seen-before shots and inside info on the greatest grapple fest! Just bring it!

PLUS!

WWF RAW IS WAR

p.75

It really is war. Will Xbox's top wrestler slam *Smackdown!* to the mat?

CODE: VE

CRASH BANDICOOT:

THE WRATH OF CORTEX

The bandicoot spins back into action!

p.18

SHEEP, DOG 'N' WOLF

What's the time Mr Wolf? Time for the best PSone game of the year!

p.88

TEKKEN

Save your quids and get dow to the arcades! The world's biggest fighter awaits you

p.34

THE GUIDE: GT3

Track tactics! Secret cars! The world's greatest racer tipped to the limit!

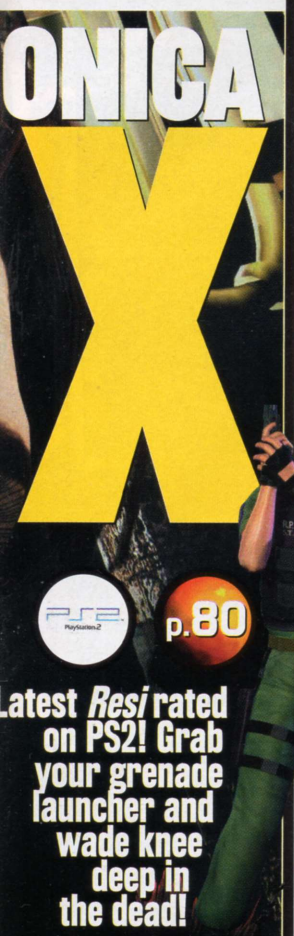
p.60

GET PAID TO PLAY GAMES!

10 cool jobs in the games biz and how to get them!

p.46

Contents



PREVIEWS

Previewed this month...

Crash Bandicoot: The Wrath of Cortex (PS2) 18
Virtua Fighter 4 (Arcade) 22
Max Payne (PC) 24
Spyro: Season of Ice (GBA) 25
Pikmin (GC) 25
Final Fantasy 10 (PS2) 26
Devil May Cry (PS2) 28
Wave Race: Blue Storm (GC) 29
Rayman M (PS2) 31
Silent Hill 2 (PS2) 31
Tekken 4 (Arcade) 34
Project Eden (PS2) 36
Alex Ferguson's Player Manager 2001 (PS2) 37
Starfox Adventures: Dinosaur Planet (GC) 37
Dave Mirra's Freestyle BMX 2 (PS2) 38
Snooker (PS2) 39
Mario Kart: Super Circuit (GBA) 40
Jurassic Park: Survival (PS2) 41
Paris Dakar Rally (PS2) 41
Syphon Filter 3 (PS) 42
Medal of Honor: Allied Assault (PC) 43
Spy Hunter (PS2) 43

REVIEWS

Reviewed this month...

Resident Evil Code: Veronica X (PS2) 80
Paper Mario (N64) 84
Hot Potato (GBA) 86
City Crisis (PS2) 86
Soldier of Fortune (DC) 87
Sheep, Dog 'n' Wolf (PS) 88
XG3: Extreme G Racer (PS2) 90
Dark Cloud (PS2) 92
House of the Dead 2(PC) 94
Ephemeral Fantasia (PS2) 94
Bomberman Tournament (GBA) 95
Escape from Monkey Island (PS2) 96
ATV Offroad Fury (PS2) 100
Tomb Raider: Curse of the Sword (GBC) 101
Charge 'n' Blast (DC) 102
Who Wants to be a Millionaire? Junior (PS) 102

... the best games first...

TIPS

Tipped this month...

NBA Street (PS2) 52
GT Advance Championship Racing (GBA) 52
Quake 3: Revolution (PS2) 52
Rayman Advance (GBA) 52
Crazy Taxi 2 (DC) 53
Desperados: Wanted Dead or Alive (PC) 53
World's Scariest Police Chases (PC) 53
Ready 2 Rumble Boxing: Round 2 (GBA) 53
Alone in the Dark (DC) 53
Panzer Front (PS) 53
Tony Hawk's Pro Skater 2 (GBA) 54
Time Crisis (PS) 54
Castlevania: Circle of the Moon (GBA) 54
World's Scariest Police Chases (PS) 55
Sonic Adventure 2 (DC) 55
Army Men Advance (GBA) 55
Alone in the Dark 2 (PC) 55
Rayman Advance (GBA) 55
Tomb Raider Chronicles (PS) 56
Metropolis Street Racer (DC) 56
Rayman (GBC) 56
Black & White (PC) 56
Pokémon Gold (GBC) 57
World's Scariest Police Chases (PS) 57
F-Zero (GBA) 57
Goldeneye (N64) 57
Extermination (PS2) 57
Perfect Dark (N64) 57
Gran Turismo 3 A-Spec (PS2) 60

REGULARS

Regulars this month...

Hot News 08
The sharpest videogame reportage.

Charts 16
The full, official top 40. Only in GamesMaster.

Coming Soon 17
Want to know when that hot new game is out?

Previews 18
The titles of the future right here, right now.

Tips 51
The toughest game code hacked and cracked.

Game Art Exhibition 58
Wall fodder to make your eyes weep with joy!

Your Shout 66
Get your voice heard by the nation.

Reviews 79
GamesMaster lays down the score law.

Handheld Heaven 98
The latest verdicts on the smallest games.

Subscriptions 104
Secure your copy of the UK's biggest games mag!

Back Issues 105
Complete your database of gaming know-how.

Bring the Toyz 106
All the very latest plastic fantastic.

Hard War 108
Peripherals slug it out in the pad pit.

Competition 110
Win a GBA, accessories and tons of games.

GM Shopping 113
Our regular market for all your gaming needs.

Next Month 114
A sneaky peek at the gems in our next issue.

Games Master

TEAM GM

In GM#111 the Evil is Resident

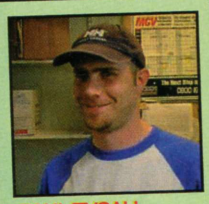
READER of the MONTH!

DAVID PEACOCK
HE'S GAME!

Wavey Davey is our best friend this month. He's got tons of games and his favourite is *Shenmue*. But that's not why he's the winner, no way. It's 'cos he's got his dog in the picture. And, judging by the pic, it's almost the same size as him, which is fantastic – that's what makes him so special.

Want to be GM's Reader of the Month? Tell us what makes you so special and win a game of your choice. Write to the usual adress.

Oh lordy. It smells of cat wee and mints in here. And why are you telling us about this Ally? Oh no. It's the dreaded Residential Home Evil. Oh the horror.



PAUL TYSALL
THE GENTLEMAN

Fave game this month: ATV Offroad Fury
Worst game: WC Snooker
Fave Horror Film: The Lost Boys
Scariest thing you've ever seen: My bank statement

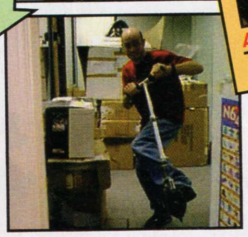
ALI TURNER
THE DRAFT FROM BACKDRAFT

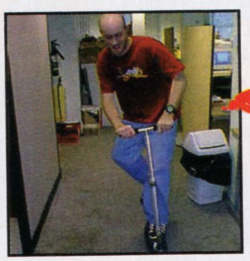
Fave game this month: Escape from Monkey Island
Worst game: WC Snooker
Fave Horror Film: The Shining
Scariest thing you've ever seen: A goat girl!

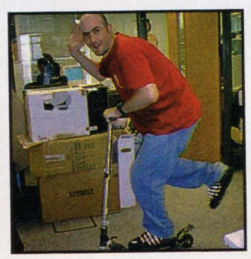
ROBIN ALWAY
THE CANDYMAN

Fave game this month: Devil May Cry
Worst game: WWTBAM? Junior
Fave Horror Film: Halloween
Scariest thing you've ever seen: The Laughing Cow

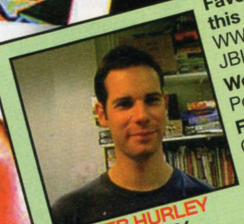
"Where am I going to put this lovely bit of artwork sent in by one of our lovely readers. I know I'll use our Resident Easel!"





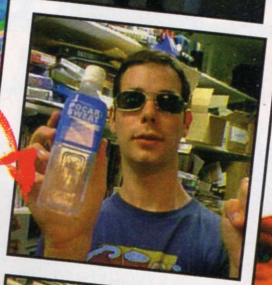


Wow look at Paul pull off his amazing scooter stunts. We let him do that in the office 'cos he's our Resident Evil Knevil.

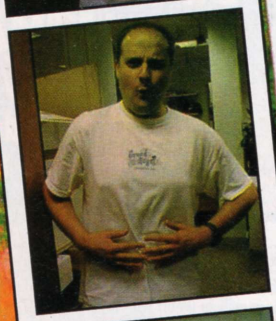


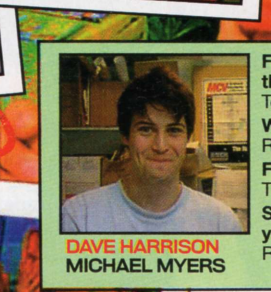
OLIVER HURLEY
THE MONKEY FROM OUTBREAK

Fave game this month: WWF Smackdown! JBI
Worst game: Powerpuff Girls
Fave Horror Film: Cool Runnings
Scariest thing you've ever seen: A firework out for revenge



There's been an explosion at Umbrella's lab and a cloud of T-virus is raining down. What ya doing Ollie? "I'm gonna go out, I'm gonna let myself get, absolutely soaking wet!" Why's that Ollie? "Well I want to be just like the baddy from *Code: Veronica*." Further proof that nine out of 10 games journalists prefer Wesker.





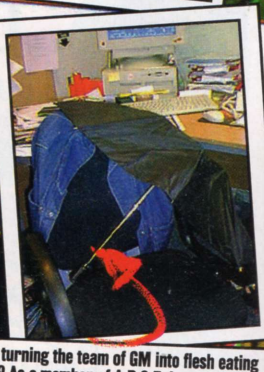
TOM EAST
CHUCKY

Fave game this month: Crash
Worst game: WWTBAM? Junior
Fave Horror Film: Scream
Scariest thing you've ever seen: A rabid dog.

"Brains, brains, brains. Must eat brains... Frickin' starving I am. Brains. KFC perhaps. Flesh. Or how about what every zombie loves: ghoulash!" Geddit? *Ghoul*-ash. It's a grower.

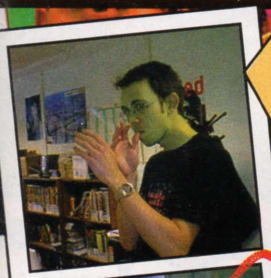
DAVE HARRISON
MICHAEL MYERS

Fave game this month: Tekken 4
Worst game: Rayman M
Fave Horror Film: The Thing
Scariest thing you've ever seen: Ronald McDonald



"Who is turning the team of GM into flesh eating zombies? As a member of A.R.S.E. I must find the culprit. My investigation has brought me here. Aha. The wrong doer is sitting in that seat. Hell's teeth! It's the work of the evil Umbrella!"

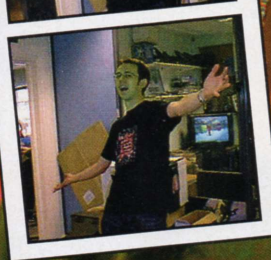
TEAM GM

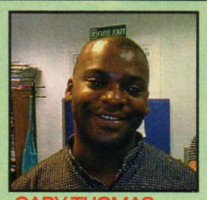


RICK MOULTON
CHOLESTEROL

Fave game this month: Code: Veronica X
Worst game: Paris Dakar
Fave Horror Film: The Exorcist
Scariest thing you've ever seen: Chief Kegwin naked

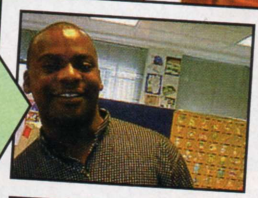
"Watch as I blow my own trumpet. Next, marvel at my tap dancing. How do you like my *Record Breakers* impression?" It's incredible! How do you get to be so much like Roy Castle? "Deadication, that's what you need."



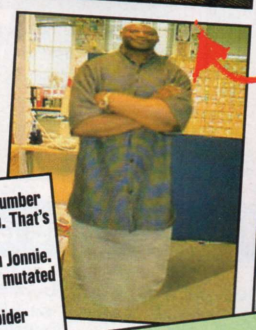


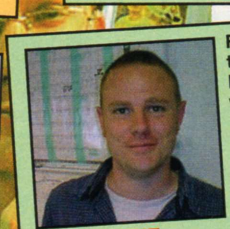
GARY THOMAS
HANNIBAL LECTOR

Fave game this month: Extreme G3
Worst game: Spyro
Fave Horror Film: Friday the 13th
Scariest thing you've ever seen: Paul in Nicola's nan's girdle



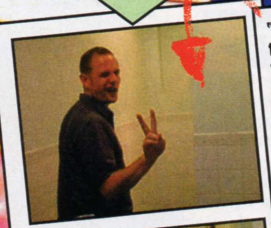
Watch as Gary sways to his right. Watch as Gary sways to the left. But notice that he never falls down. That's because he's our Resident Weeble.



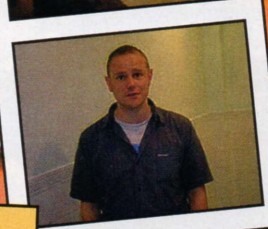


JONNIE 'THE BULLET' BRYANT
CARRIE

Fave game this month: Dark Cloud
Worst game: Dave Mirra
Fave Horror Film: Hellraiser
Scariest thing you've ever seen: Ollie in the morning (really?)



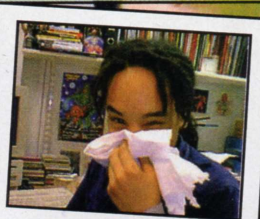
"Hiya kids. I'm off to do a number two. Knowadimean? A crap. That's what I mean." Thanks for the information Jonnie. "Ohmigod! There's a giant mutated spider in the toilet." No way. What's a giant spider doing in the GM toilets? "Reading a car magazine and just finishing up."

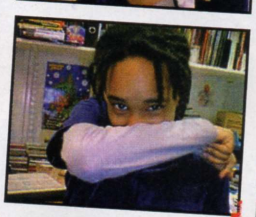


NICOLA KNEALE
FREDDY

Fave game this month: Sheep, Dog 'n' Wolf
Worst game: Crash
Fave Horror Film: The Omen
Scariest thing you've ever seen: My nan in her girdle

There's a zombie Nicola making a phone call. Must be to one of those undead singles lines. Look there's another zombie that looks just like Nicola. Also on the phone. Blimey they do look alike. They must be dead ringers!

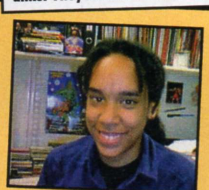




MARTIN KITTS
KUJO

Fave game this month: Bomberman
Worst game: City Crisis
Fave Horror Film: Re-Animator
Scariest thing you've ever seen: A pigeon eating a tramp's vomit

Hey Martin. I've been to paradise but I've never been to me. Could you tell me how to get to me? "Haaargh, tasty, muuurgh itchy gnarrrrr. Farrrrrngh flesh." Well, that's zombeasy for you to say...

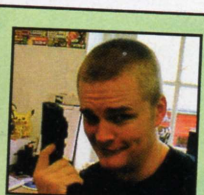


CHERELLE FERGUS
JASON

Fave game this month: Escape From Funky Island
Worst game: House of the Dead
Fave Horror Film: Event Horizon
Scariest thing you've ever seen: Geri Halliwell dancing

Snotty Cherelle always has problems with nose goblins. She's our Resident Snevil... Be afraid, be very afraid.

Oh perishing kids! Alan has been turned into a zombie. His skin has turned green and he's moaning. Listen... "Christ did you see the traffic this morning? Terrible. And that food for lunch was disgusting – such small portions too. Also when you get brunch: part breakfast/part lunch but how come you don't get linner or dinch?"

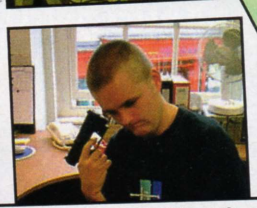


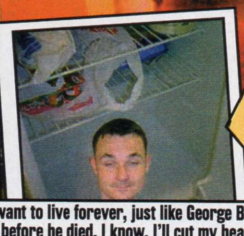
TIM WEAVER
JASON'S MUM

Fave game this month: Soldier of Fortune
Worst game: Player Manager 2001
Fave Horror Film: Killer Clowns From Outer Space
Scariest thing you've ever seen: Tom's hair when it's long

ALAN MADRELL
PIN HEAD

Fave game this month: Paper Mario
Worst game: WC Snooker
Fave Horror Film: Braindead
Scariest thing you've ever seen: Ruth Madoc's naked breasts





"Behold I am the greatest zombie killer in the world. Creatures of the night fear me. I have the reflexes of a cobra, the opposing thumbs of a chimp, and the strength of an ant – proportionately speaking." Wicked. But how exactly do you kill the dead when they are already dead? "Geez. It's always details with you. You have to take

SCOTT ANTHONY
PENCIL NECK

Fave game this month: Silent Hill 2
Worst game: Ready 2 Rumble 2
Fave Horror Film: It
Scariest thing you've ever seen: A headless horse

"I want to live forever, just like George Burns did before he died. I know, I'll cut my head off and cryogenically freeze it till a scientist retrieves it in the future and grafts in onto Peter Andre's body. Well if it's good enough for

HOT NEWS

THE BIGGEST NEWS FIRST.. THE BIGGEST NEWS FIRST.. THE BIGGEST NEWS FIRST.. THE

GAME ON!

Final GameCube launch plans!

The biggest console war in gaming history is all set to kick off in a month's time, with Nintendo finalising their GameCube launch plans.

See below for 14 September Jap launch games and peripheral prices. With Xbox set to hit the US on 8 November and PS2 planning a mammoth end-of-year push, it marks the start of a huge, three-way battle for gamer's hearts, thumbs and cash. This is war, and hopefully it will descend into petty bitching and backstabbing – which is always fun to watch – as well as giving us some truly amazing games, of course.

So who won last time? Here are the total sales figures so far:

- Game Boy –113.7 million
- PlayStation –100.6 million
- N64 – 32.4 million
- Dreamcast –10.4 million

THE GAMECUBE LAUNCH LINE UP!

▲ *Wave Race* splashes down.

▲ *Super Monkey Ball* rolls in.

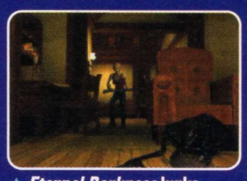
▲ *Luigi's Mansion* sucks up.

As for the games, each will cost 6,800 yen, roughly 40 quid. Come launch time, *Wave Race: Blue Storm* will be ready, as will Sega's ape oddity *Super Monkey Ball*, and the ghostbusting *Luigi's Mansion*. October sees the insect strategy game *Pikmin* scurry in, and the cluster ruck *Super Smash Bros Melée* follows in November. Lastly, both *Eternal Darkness* and *Animal Forest* are out in December.

▲ The very odd *Animal Forest*.

▲ *Pikmin* scurries through.

▲ *Smash Bros* gets punchy.



▲ *Eternal Darkness* lurks.

HELLO SUNSHINE!

Looking at the line-up, the big news is that Nintendo are launching a console without the presence of a Mario game. Gasp.

Rumours are that GameCube's first Mario title will be unveiled at August's Nintendo Space World and will be called *Mario Sunshine*. Details about the title are rather thin on the ground, but what is known about it is that it won't be the work of Shigeru Miyamoto, which means it won't be GameCube's *Super Mario 64*. More likely it will be a sports game, a *Mario Party*-style jamboree, or even a weather game.

Other exciting games rumours involve the follow-ups to *Soul Calibur* and *Crazy Taxi*, which both seem to be GC-bound. More will be clear after Spaceworld (24 Aug), which will not feature N64 games, suggesting it's officially dead. Sniff.

ONE MONTH AWAY...

Nintendo have announced prices for all the launch peripherals:

- Controller – 2,500 yen (£14)
- DigiCard – 1,400 yen (£8)
- D-terminal video cord – 3,500 yen (£20)
- S-Video Cable – 3,500 yen (£20)
- Audio/Video stereo cables – 1,500 yen (£8.50)
- AC Adaptor – 3,000 yen (£17)

p. 10

SIMPSONS' ROAD RAGE

Take a ride with Homer and the family in this *Crazy Taxi*-style Springfield cruiseathon on Xbox. Should be fun.

p. 12

FIFA 2002

EA make their annual trip into the world of football with more promises of improved gameplay and graphics. We'll see, we'll see.

p. 14

GEN-CON COMP

Win yourself tickets worth a total of £800 to go to Gen-Con 2001 – the biggest Trading Card event in the UK, courtesy of card genies, Wizards of the Coast.

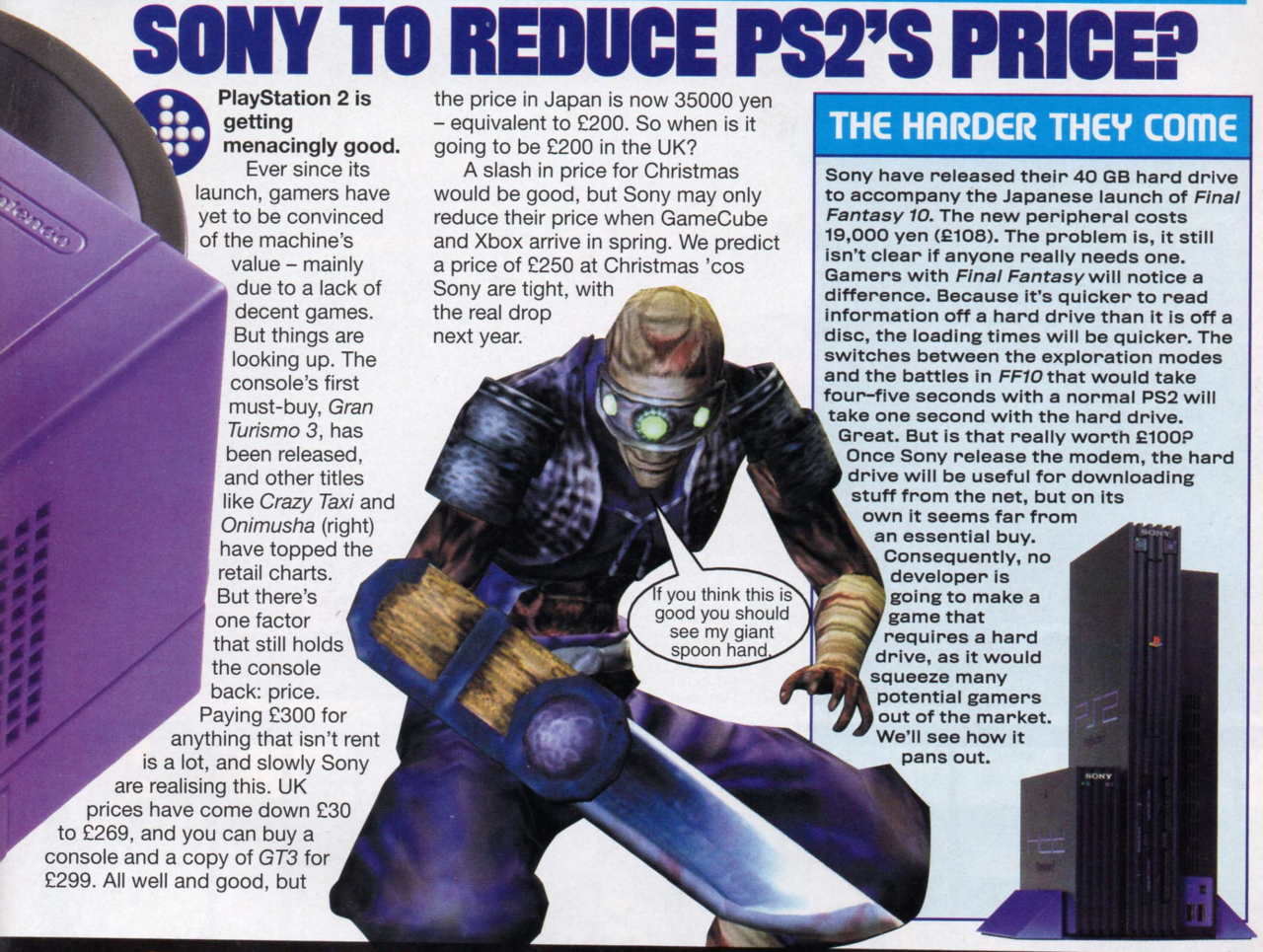
» Sony's too tight to mention. Time to loosen the purse strings?

SONY TO REDUCE PS2'S PRICE?

PlayStation 2 is getting menacingly good.

Ever since its launch, gamers have yet to be convinced of the machine's value – mainly due to a lack of decent games. But things are looking up. The console's first must-buy, *Gran Turismo 3*, has been released, and other titles like *Crazy Taxi* and *Onimusha* (right) have topped the retail charts. But there's one factor that still holds the console back: price. Paying £300 for anything that isn't rent is a lot, and slowly Sony are realising this. UK prices have come down £30 to £269, and you can buy a console and a copy of *GT3* for £299. All well and good, but the price in Japan is now 35000 yen – equivalent to £200. So when is it going to be £200 in the UK?

A slash in price for Christmas would be good, but Sony may only reduce their price when GameCube and Xbox arrive in spring. We predict a price of £250 at Christmas 'cos Sony are tight, with the real drop next year.



THE HARDER THEY COME

Sony have released their 40 GB hard drive to accompany the Japanese launch of *Final Fantasy 10*. The new peripheral costs 19,000 yen (£108). The problem is, it still isn't clear if anyone really needs one. Gamers with *Final Fantasy* will notice a difference. Because it's quicker to read information off a hard drive than it is off a disc, the loading times will be quicker. The switches between the exploration modes and the battles in *FF10* that would take four-five seconds with a normal PS2 will take one second with the hard drive. Great. But is that really worth £100? Once Sony release the modem, the hard drive will be useful for downloading stuff from the net, but on its own it seems far from an essential buy. Consequently, no developer is going to make a game that requires a hard drive, as it would squeeze many potential gamers out of the market. We'll see how it pans out.

SPEEDBALL 2: BRUTAL DELUXE IS IN PRODUCTION FOR GBA!

AND THE WINNER?

So who's going to the be the Goran Ivanisevic and who's gonna be the Tim Henman?

Well, the smart money is on PS2. It already holds 66% of the console market and its second generation games like *GT3* and *Metal Gear Solid 2* will be up against *Luigi's Mansion* and Xbox's *Munch's Oddysse*. But a new report in *The Financial Times* predicted that this 66% could tumble to 47% by 2004. Microsoft are expected to be second with 33% in Europe, with Nintendo taking the runners-up spot elsewhere.

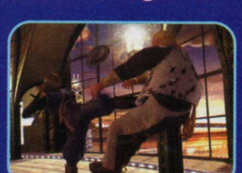
While being top is obviously good news for Sony, their winning margin is likely to be nowhere near that which they had with PSone. In fact, it leaves quite an evenly balanced marketplace. This situation has come about partly due to the games industry changing. When Sega and Nintendo used to slug it out, they made software as well as consoles. But with Sega out of the hardware market, Sony and Microsoft are left – neither of who are famed for their software production – depending on third party developers. This mean you will see many titles appearing on both Xbox and PS2 as developers are reluctant to sign exclusive deals with what might be the weaker console. This leaves only Nintendo with the exclusive games, which will help make up for its lack of multimedia extras.

BATTLE OF THE BEAT-'EM-UPS!

Just how close the competition will be can be seen in the quality of these three beat-'em-ups. Before, PlayStation (with *Soul Blade* and *Tekken*) was the place to be, but soon will come a day when each console will have a kick ass title. Which one would you choose from these three incredible games?

▲ Ninty's *Super Smash Bros.*

▲ PS2's superb *Tekken 4.*



▲ *Dead or Alive 3* on Xbox.

SCANDAL MONGER

YANKS GET IN GEAR

Three months from now those lucky Americans will be the first people in the world to play *Metal Gear Solid 2* – beating the Japanese by a month. But cross it off your Christmas list, folks. Snake won't slither over here till 2002.

DONNER CAB-AB

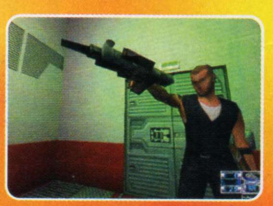
Crazy Taxi is to be made into a movie, directed by *Lethal Weapon* helmer Richard Donner. Rumours that Mel Gibson will play gravelly cab driver Gus haven't been confirmed...

JUST IN: HOFFMAN

Wheelie good news for *Mat Hoffman* fans on the move: the long-awaited GBA version of the bike-'em-up is hitting shop shelves soon. *Hoffman Advance* features eight riders, including Mr H, and lets players take on both vert and dirt-level courses.

GEORGE CLOONEY: VAMPIRE SLAYER

Yet more 'game of the film' goodness. Cult Tarantino horror flick *From Dusk Till Dawn* is heading for PC soon, courtesy of *Alone in the Dark*'s creator Darkworks. It'll be set on a prison ship instead of in a Mexican biker bar full of vamps. We can't wait to use the holy water gun.



HANNIBAL: THE GAME

Eat your heart (or liver) out *Resi Evil*. Scary movie character Hannibal 'The Cannibal' Lecter is to star in his own game. Rumoured to be Xbox-bound, the 3D adventure will 'explore the dark side of Lecter's personality.' Not knitting, then?

SIMPSONS' ROAD RAGE REVEALED!

Take a next-gen drive around Springfield as a minicab driver!

Electronic Arts are set to bring a cartoon institution to PS2 and Xbox this autumn, with *Simpsons' Road Rage* – a game that looks like *South Park Rally* and plays like *Crazi Taxi*.

With 25 familiar characters wandering the streets of Springfield – most looking for a free ride – it's the first game to offer you the chance to see what happens when Mr Burns is Homer's driver for the day, or Barney is let loose behind the mini-bar of a stretch limo. Two players can compete to pick up passengers in the split-screen mode too.

Simpsons' games haven't always done the cartoon justice, but this looks the biz.

What would *you* do if you had Krusty in the back of your cab? Interesting...

If anyone at the game's developers is reading this, we'd like you to include a level where you can run around on foot, armed with a stick, and try to smack snakes. You know, like in the *Whacking Day* episode.

Krusty probably wants a lift to the nearest hospital. We might just keep him waiting.

Stop off at Moe's bar for a little light refreshment before a hard day's work.

We expect to see a full range of *Crazi Taxi* bonus extras in this game. Should be cool.

When you beat a level you can choose which secrets you want to unlock next.

CAPCOM'S SURVIVAL HORROR *DINO CRISIS 3* CONFIRMED FOR XBOX!

SUPER SONIC

The fastest thing on two batteries!

Sega's funky blue mascot will be making his Game Boy Advance debut in November, and he'll be bringing three friends along with him for the ride.

Knuckles, Amy and Tails all feature in *Sonic Advance* so, presumably, there'll be a bit of a scramble to avoid getting lumbered with a duff character in the game's many multi-player modes. It's arguably Sonic's biggest adventure to date, and could well go on to be his most successful too. Sega + Sonic + GBA = Unstoppable. Watch this space for more news on his debut.

This isn't just a compilation of the original MegaDrive games. The levels are all brand new, and there's so much more to do here.

Just in case you've forgotten, Tails is the mutant fox with two tails instead of one. He can use them like helicopter blades, which is always a good thing.

Pinball levels have always been a *Sonic* favourite. Anybody fancy a little multi-player pinball battle? Yup, thought so!

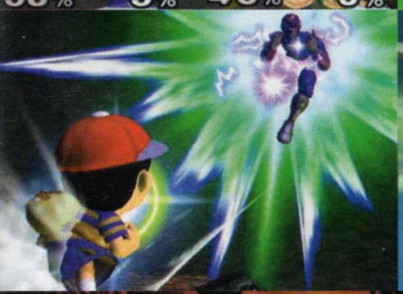
Sonic curls up and does what he does best. The GBA should have no problems keeping up.

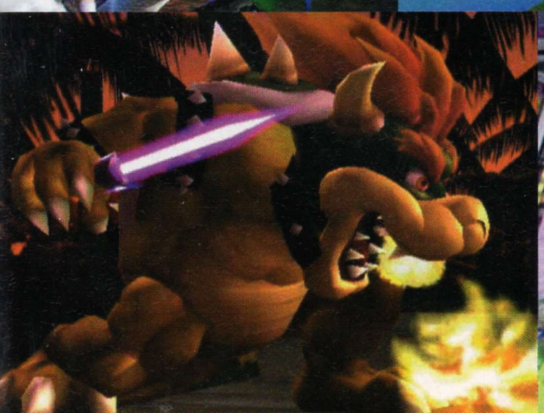
SUPER SMASH BROS MELEE

Spectacular new shots!

Ninty's favourite stars have never looked better than they do in *Super Smash Bros Melée*, the GameCube update of their mental N64 scrapper.

And with (probably) less than nine months to go until the UK launch of this GameCube blockbuster, we thought we'd treat you to some gorgeous new pics from the in-game character intros. Smashing indeed.





FIRST *FIFA* 2002 SHOTS!

The best looking *FIFA* yet? Stunning PS2 pics and first details!

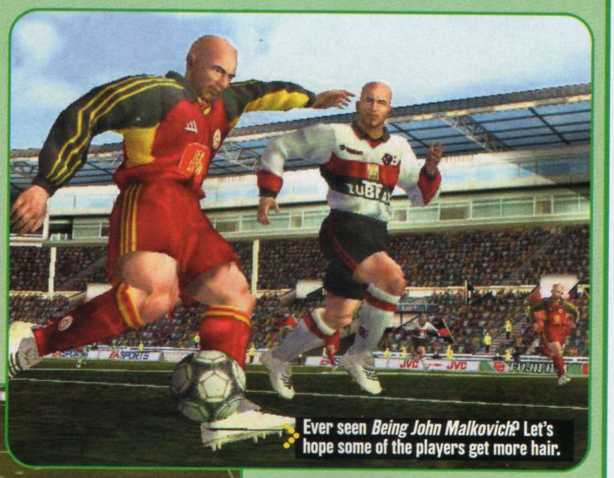
The most successful football series in gaming history is back to nick money from your wallet and tease your sister.

Yes, it's soon going to be *FIFA* time, when everyone goes out to buy the best looking football game they've ever seen and then get depressed by the poor gameplay. Or will they?

EA are going to great lengths to improve the play system for their *2002* effort, paying special attention to the passing. You can direct your team mates on strategic runs and then knock balls into space for them to run onto. Also, the tackling has been improved so you know which type of challenge will get you into the ref's book. It's up to you if you want to risk a yellow card in a bid to get the ball.

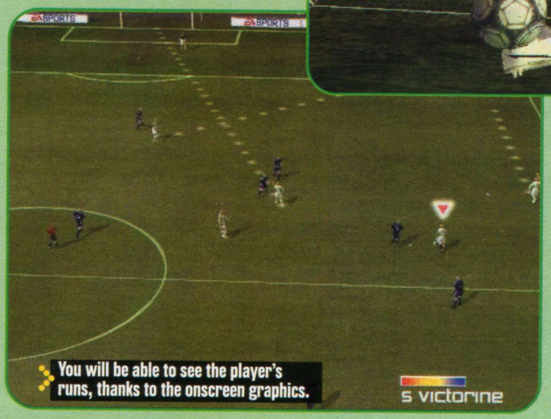
Other than that it's the same packed presentation with 75 national teams and 16 licensed leagues. And to make it all the more relevant you can even try and take England to the next World Cup. We'll have more very soon.

▼ The players look a lot chubbier than they have in any of the other *FIFA* games.



Ever seen *Being John Malkovich*? Let's hope some of the players get more hair.

▶ With their magic licence, EA can use all the player's names and likenesses.



You will be able to see the player's runs, thanks to the onscreen graphics.

▲ Just pick your player and send them through. It looks so easy from up here.

GRAN TURISMO 3 A-SPEC - FASTEST SELLING GAME EVER!

A RIGHT CHARLIE!

HRH attacks videogaming!

Prince Charles endeared himself to the nation's gamers during a speech at the British Museum in July.

Addressing a bunch of stiff upper lip-types who weren't probably listening, he stated, "one of the greatest battles we face today is to persuade our children away from playing computer games and towards... reading more books."

What a nob! What's the point in reading when we can hone our eye-to-hand co-ordination so that one day we can all be fighter pilots? Also there's loads of writing to read in the instruction manuals. And does he think we're all illeterate? Only last night I was ready Andy McNab's *Bravo Two Zero*, which is much worthwhile, and deadest aceness. I good write I can as well...

So back off Charlie! Go and play polio or sommit.

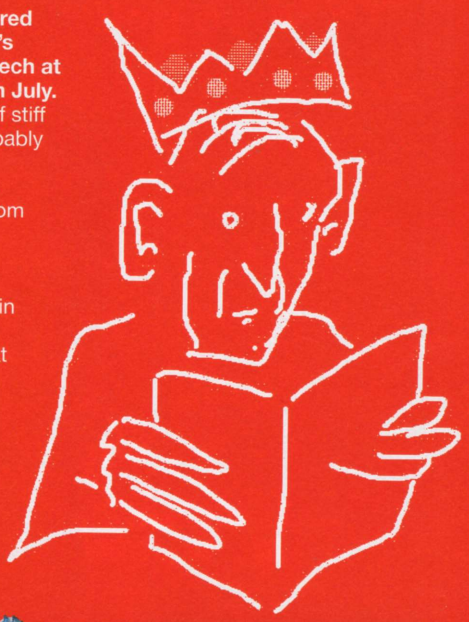


Illustration: Milford Coppock

Artist's impression of Prince Charles reading a book, most probably on the throne.

READY JEDI GO!

Jedi number two at last!

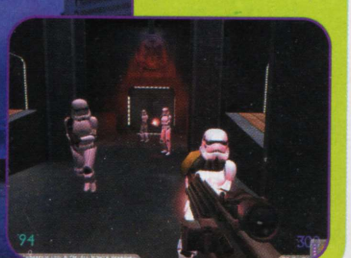
LucasArts have released these wonderful screenshots of *Star Wars Jedi Outcast: Jedi Knight 2*, which continues the story of the once powerful Jedi knight Kyle Katarn, as he tries to tame the power of the Force to battle the Imperial scum.

This action adventure will use the *Quake 3* game engine to recreate a convincing *Star Wars* universe on your PC.

Kyle is blessed with all the usual Jedi powers such as the force push and magic mind tricks, and he also has a load of weapons to use. Of course there is plenty of lightsaber action, and he even picks up a bowcaster like the one that Chewie uses. Top.

We'll bring you a preview as soon as we can.

▲ This should keep *Star Wars* fans happy till the new film comes out next year.



▼ A Jedi with a blaster? Well it does help when you've a squad of stormtroopers after you.

UNDER FIRE AND OVER HERE

Suave new PS2 Bond shots!

The man with the neatest hair in international espionage is limbering up to entertain us once again.

James Bond 007 in... Agent Under Fire will be here for the winter, so pop it on your Christmas list now.

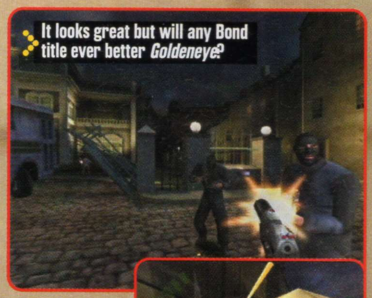
This is a bit different to your *Goldeneyes* as the action doesn't follow the events of any of the films.

Instead, a new adventure has been written, with 007 trying to defeat the evil Malprave, head of a rising terrorist group that is trying to take over the world with clones.

The gameplay is the typical Bond blend of action, messing around with gadgets and super stealthy snooping.

EA have really got their act together with their Bond franchise since the debacle of *Tomorrow Never Dies*, so we at GM expect great things from this one.

◀ A Wather PPK verus four submachine guns. Not a happy place.



It looks great but will any Bond title ever better *Goldeneye*?

▶ You just can't take Bond anywhere. Here he ruins another cub camp. Damn you 007.

IT'S COMIMG OUT OF THE WALLS!

First-person *Alien* actioner is PS2-bound!

Coming to PlayStation 2 this autumn is *Aliens: Colonial Marines,* which is set to be one of the most scary, intense and challenging game to feature on the Sony console yet.

Developed by Fox Interactive, you play the leader of a marine squad that has been sent into deep space to discover what happened to the original squad of marines that were wiped out in the *Alien* series. Just pretend you haven't seen the films.

The gameplay is part action, part strategy as you combine the talents of your squad to get everyone out alive. With over 60 missions and five massive environments to explore, this is one of the most exciting titles currently coming our way.

SUPER MARIO ADVANCE 2 TO BE UNVEILED AT SPACEWORLD!

EVE-R QUEST

Josh will have to move pretty sharpish to stop being a Kentucky Fried Warrior.

The graphics use far more pyrotechnics than *Sword of the Bezerk*.

New weapons-based 3D fighter hits PS2!

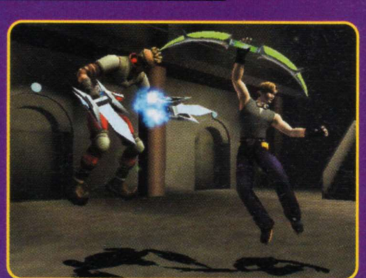
Jap Smackdown coders Yuke's are working on a brand new PS2 scrapper that ditches the WWF for futuristic grief giving.

Eve of Extinction is a weapons-based futuristic fighter that looks like building on the hack 'n' slash play of their Dreamcast gore-fest outing *Sword of the Berzerk*.

Obviously, the characters and settings are new, but the action bears a remarkable resemblance to the simple, satisfying fighting of *Berserk*.

Instead of a hairy old warrior with a massive sword, this time you're a genetically modified operative called Josh Calloway, who's equipped with The Legacy – a shape-shifting mega-weapon that's great for chopping big baddies into little pieces.

Berserk's slick graphics were its main selling point on DC, and *Eve*'s already looking just as tasty. We're hoping it'll also be just as smooth, fast and violent. Publishers Eidos are planning a Christmas release.



▲ Take that, pincer boy! A *Street Fighter*-style tiger punch – but using a sword as well. Crikey, that's gonna leave a nasty mark.

SCANDAL MONGER

Z.O.E. ON GBA

A sequel to top PS2 mech blaster *Z.O.E.* is on its way to GBA – in Japan. *Z.O.E. 2173 Testament* is more text-heavy RPG than shooter, so, sadly, it may never see the light of day in the UK. But we can hope.

REZ-IDENT WEIRD

If you thought *Space Channel Five* was 'out there', its creators' next project is positively nutty. *Rez* is a PS2 and DC shooter with a difference, in that you've the ability to make tunes by blasting musical enemies. As ever, more when we have it.

YOU SPILL MY PINT?

Ironically, along comes a PC game that is distinctly non-PC. The slogan for bar fight sim *Pub Brawl* says it all, "22 cities, 190 pubs and all you can drink." Hmm. Brace yourself for the typical media backlash when it arrives in November.

HE'LL BE BACK!

Arnie fans rejoice: Infogrames have picked up the rights to both *Terminator* films, and have four projects underway for next-gen consoles and the PC, based around the present and future wars from the films. The fun begins in 2002.

KFC/GM DIGI-COMP

We've teamed up with KFC to offer you the chance to win one of five *Digimon World* PlayStation games and some very Digi-tasty KFC vouchers. Just answer us this: who is KFC's white-haired mascot?

a) The Sergeant
b) The Colonel
c) The Major

Don't forget to grab a finger-lickin' Digimon Kids Meal until 30 September and you'll get a cool, collectable Digimon stacking top.

Send entries to: KFC Comp, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. The closing date is 30 Sep.

FINAL FANTASY 11

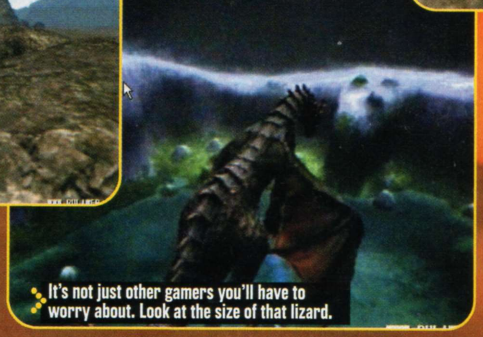
» Shots of Square's multi-format online epic!

Now you can't say we don't treat you. Just when you've got over the fact that *Final Fantasy 10* is on its way, we bring you these amazing new shots of *Final Fantasy 11*.

These PS2 screens are taken from the trailer on a demo disc that Japanese gamers have received with their copy of *FF10*. Number 11 will take Square's brand of RPG to a whole new level, as it will take place entirely online. Also, it will be the first multiformat *Final Fantasy* as Square want not only PS2-owers participation, but also PC gamers and owners of Xbox to get involved as well!

What a brave new world it's going to be.

FF11 is more of a sword 'n' sorcery-style game than the futuristic looking numbers seven and eight were.

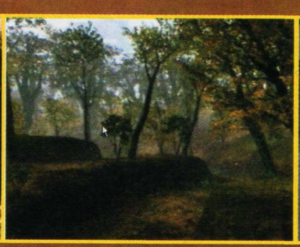


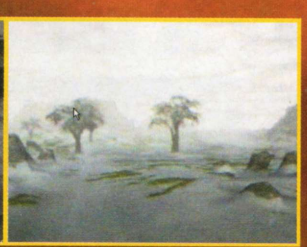
It's not just other gamers you'll have to worry about. Look at the size of that lizard.

You won't just have to rely on your sword. The magic fighting system will also exist online.

Just look at the texture of the leaves underfoot. It almost looks like *Onimusha: Warlords*.

Ohmigod! *FF10*'s just out in Japan and we're already dreaming of 11!



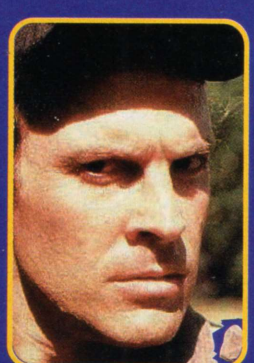


THE PANASONIC DVD GAMECUBE WILL LAUNCH IN JAPAN IN NOVEMBER!

£800 WORTH OF GEN CON 2001 TICKETS TO BE WON!

THE HOTTEST TICKET IN TOWN!

MAD ABOUT TRADING CARD GAMES?



Into trading card games? Well there's only one place to be this summer. Wizards of the Coast, the guys who brought us the Pokémon Trading Card Game, are bringing the Gen Con to Kensington Olympia in London.

For those that don't know about it, Gen Con is the biggest gathering for everything to do with Trading Card Gaming, tabletop gaming and live-action role-playing. And we've 10 pairs of tickets to give away, each one worth £40.

But it's not just the games that are worth going for. Top celebs will be there as well. Forget Posh and Becks, this year's Gen Con will be attended by Dwight Schultz. Yes, Howling Mad Murdock from *The A-Team* will be there.

The event will be held between 30 August and 2 September and all you have to do to win is send us your answer to this simple question by 22 August.

Meet with hundreds of other Trading Card Game buffs and swap tips and great gaming stories.

Question:

Who hosts *Play Your Cards Right*?
a) Charlie Sheen
b) Bruce Forsyth
c) Christopher Walken

The first correct answers pulled out of the Ed's ample sleeve will receive two tickets.

Wizards of the Coast

Send your entries to

That's Gen-Con-venient Compo,
GamesMaster,
30 Monmouth Street,
Bath, BA1 2BW.

Which spell would you use?

Put your wizardry skills to the test with the **Harry Potter**™ trading card game! Every game card is a magical potion, spell, or creature in your control. Some are familiar from the Harry Potter books and some are new. But in the hands of an able wizard, all are powerful.

Give your friends a lesson in magic they won't forget.
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For more information about Harry Potter, go to www.HarryPotter.com
For more information about this trading card game, go to www.wizards.com/HarryPotter

Harry Potter
TRADING CARD GAME

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Find the magic in you.

CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

UK TOP 40 GAMES CHART

NO.		FORMAT		PREVIOUS POSITIONS			Weeks on chart
				Last week	2 weeks ago	3 weeks ago	
1	Super Mario Advance	GBA	Nintendo	1	-	-	2
2	Red Faction	PS2	THQ	2	-	-	2
3	Tony Hawk's Pro Skater 2	GBA	Activision	3	-	-	2
4	Operation Flashpoint	PC	Codemasters	4	-	-	2
5	Diablo 2: Lords of Destruction	PC	VU Interactive	New Entry			1
6	Pokémon Gold	GBC	Nintendo	7	2	3	13
7	Pokémon Silver	GBC	Nintendo	10	5	6	13
8	Alone in the Dark: The New Nightmare	PS, PC	Infogrames	6	6	5	7
9	The Bouncer	PS2	Square	9	-	-	2
10	Sonic Adventure 2	DC	Sega	8	-	-	2
11	Rayman Advance	GBA	Ubi Soft	12	-	-	2
12	F-Zero: Maximum Velocity	GBA	Nintendo	5	-	-	2
13	Mat Hoffman's Pro BMX	PS, GBC	Activision	18	16	12	6
14	Formula One 2001	PS2, PS	EA	20	9	7	15
15	Theme Park World	PS, PC, PS2	EA	19	11	8	58
16	The Simpsons Wrestling	PS Activision		13	18	16	7
17	GT Advance: Championship Racing	GBA	THQ	17	-	-	2
18	Konami Krazy Racers	GBA	Konami	14	-	-	2
19	Driver	PS, PC	Infogrames	22	21	40	85
20	Castlevania: Circle of the Moon	GBA	Konami	13	-	-	2
21	Tony Hawk's Pro Skater	PS, DC, GBC	Activision	Re-entry		-	40
22	Escape From Monkey Island	PS2	LucasArts	New Entry			1
23	Emperor: Battle for Dune	PC	EA	16	7	-	3
24	Rayman	PS, GBC	Ubi Soft	26	14	10	196
25	Evil Dead: Hail to the King	PS, DC, PC	THQ	23	-	-	2
26	Ready 2 Rumble Boxing Round 2	GBA	Midway	27	-	-	2
27	Driver 2	PS	Infogrames	35	Re-Entry		22
28	World's Scariest Police Chases	PS	Activision	New Entry			1
29	Half-Life: Blue Shift	PC	VU Interactive	15	4	-	3
30	Rugby	PS2	EA	21	10	-	3
31	Duke Nukem: Land of the Babes	PS	Take 2	31	20	13	13
32	Brian Lara Cricket	PS, PC	Codemasters	33	15	27	48
33	World Championship Snooker	PS	Codemasters	29	17	11	17
34	Crazy Taxi	PS2	Acclaim	24	8	4	12
35	Rugrats in Paris	PS, GBC, N64, PC	THQ	40	25	18	14
36	Unreal Tournament	PS2	Infogrames	New Entry			1
37	The Sims: House Party	PC	EA	32	18	14	13
38	Who Wants to be a Millionaire?	PS, PC, DC	Eidos	38	13	26	40
39	Black & White	PC	EA	28	12	9	13
40	Half-Life: Generations	PC	VU Interactive	34	23	20	19

ChartTrack

GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 40 in GM every month! It's the only chart that counts!

Software charts compiled by ChartTrack, ©1999 ELSPA (UK) Ltd.
www.elspa.com

US CHARTS

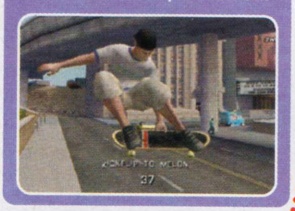
No.	Game	Format
1	Super Mario Advance	GBA
2	Tony Hawk's Pro Skater 2	GBA
3	F-Zero: Maximum Velocity	GBA
4	Castlevania: Circle of the Moon	GBA
5	Rayman Advance	GBA
6	Zelda: Oracle of Seasons	GBC
7	Zelda: Oracle of Ages	GBC
8	Namco Museum	GBA
9	GT Advance Racing	GBA
10	Red Faction	PS2

GBA MENTAL!

Blimey, those Americanas really love their handhelds, don't they? A massive seven of the US top 10 games are GBA titles. And this is compared with only two in the UK top 10.

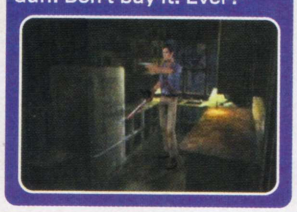
STALE FISH!

The other big GBA seller is *Tony Hawk's 2*. This is mainly because it looks amazing but, it has to be said, it's tricky to play, so there may be a few going back to the shops as well.



FOOLS!

Why is anyone buying *Evil Dead*? Obviously they're people who didn't read our review. It's completely duff. Don't buy it. Ever!



RED OR DEAD!

PS2 got its first number one last month with *Extermination*, and now *Red Faction* is riding high in the top 10. So there are no doubts that PS2 is getting well into its all-conquering stride.

JAP CHARTS

No.	Game	Format
1	Star Ocean: Blue Sphere	GB
2	Shadow Heart	PS2
3	Gran Turismo 3 A-Spec	PS2
4	The Knight of Lodis	GBA
5	Ka (Mosquito)	PS2
6	Armored Soldiers J-Phoenix	PS2
7	Gundam Battle Online	DC
8	One Piece: Birth of the Pirate Dream	GB
9	Jikkyou Powerful Pro Baseball 2001	PS
10	Alchemy 3: Atelier Lilli	PS2

IT'S HERE!

Game Boy Advance is finally here, and what an impact it's made, with the flagship game *Mario Advance* crashing in right at the number one spot. But will it be strong enough to see of *GT3*?

SCRUMIOSITY!

Despite the poor showing by the British Lions and the fact that it's summer, EA's *Rubgy* has done surprisingly well in its three weeks. Perhaps this will encourage companies to make some more varied sports sims.

GAMESMASTER'S ESSENTIAL GAMING CALENDAR... FIND OUT WHAT YOU CAN FIND IN THE SHOPS, AND WHEN.

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule around so you can find out exactly what's on the horizon for your chosen format.

AUGUST

3rd	PENNY RACER	Midas	NONE	PS2
3rd	SNOOPY TENNIS	Infogrames	NONE	GBC
3rd	OUTTRIGGER	Sega	NONE	DC
10th	18 WHEELER	Sega	NONE	PS2
17th	PARIS DAKAR RALLY	Acclaim	NONE	PS2
17th	TOMB RAIDER: CURSE OF THE SWORD	Activision	NONE	GBC
24th	1942	Capcom	NONE	GBC
24th	DRAGON'S LAIR	Capcom	NONE	GBC
24th	GHOSTS 'N' GOBLINS	Capcom	NONE	GBC
24th	M&MS MINI MADNESS	JoWood	NONE	GBC
24th	MEGA MAN XTREME	Capcom	NONE	GBC
24th	HERCULES	Virgin	NONE	GBC
24th	XENA	Virgin	NONE	GBC
31st	ALEX FERGUSON'S PLAYER MANAGER 2001	3DO	NONE	PS2
31st	DAVE MIRRA FREESTYLE BMX 2	Acclaim	NONE	PS2
31st	XG3: EXTREME G RACING	Acclaim	NONE	PS2
31st	GORASUL – THE LEGACY OF THE DRAGON	JoWood	NONE	PC
31st	LAKEMASTERS EX	Midas	NONE	PS2
31st	MADDEN NFL 2002	EA	NONE	PC
31st	SHADOWMAN: 2ECOND COMING	Acclaim	NONE	PS2
31st	THE FA PREMIER LEAGUE MANAGER 2002	EA	NONE	PC
TBC	ALEX FERGUSON'S PLAYER MANAGER 2001	3DO	NONE	PC
TBC	ALIEN FRONT ONLINE	Sega	NONE	DC
TBC	DARK CLOUD	Sony	NONE	PS2
TBC	HOT WHEELS: EXTREME RACING	THQ	NONE	PS
TBC	SEGA BASS FISHING 2	Sega	NONE	DC
TBC	SKY SPORTS FOOTBALL MANAGER	NI Sports	NONE	PC
TBC	STUNT GP	Virgin	NONE	PS2
TBC	TANG TANG	Take 2	NONE	GBA
TBC	TWISTED METAL: BLACK	Sony	NONE	PS2
TBC	WWF: BETRAYAL	THQ	NONE	GBC
TBC	HOT WHEELS: MECHANIX	THQ	NONE	PS
TBC	ROBOCOP	Virgin	NONE	GBC
TBC	AI PUZZLER	Microsoft	NONE	PC
TBC	ATLANTIS: THE LOST EMPIRE	Sony	NONE	PS
TBC	DANCING STAGE DISNEY MIX	Konami	NONE	PS
TBC	HEAVY METAL: GEOMATRIX	Capcom	NONE	DC
TBC	HUGO – BLACK DIAMOND FEVER	ITE Media	NONE	GBC
TBC	HUGO – BLACK DIAMOND FEVER	ITE Media	NONE	PC
TBC	HUGO – BLACK DIAMOND FEVER	ITE Media	NONE	PS
TBC	ICO	Sony	NONE	PS2
TBC	INTERNATIONAL CRICKET CAPTAIN 2001: THE ASHES	Empire	NONE	PC
TBC	INTERNATIONAL CRICKET CAPTAIN 2001: THE ASHES	Empire	NONE	PS
TBC	MINISTRY OF SOUND: INTERACTIVE EDITION	Ubi Soft	NONE	PS2
TBC	NCAA FOOTBALL 2002	EA	NONE	PS2
TBC	NEROCIDE: THE DEAD MUST DIE	Novalogic	NONE	PC
TBC	NEVERWINTER NIGHTS	Interplay	NONE	PC
TBC	OOGA BOOGA	Sega	NONE	DC
TBC	PGA CHAMPIONSHIP GOLF COLLECTOR'S EDITION	Vivendi	NONE	PC
TBC	WARRIOR KINGS	Microids	NONE	PC

SEPTEMBER

1st	STAR TREK BRIDGE COMMANDER	Activision	NONE	PC
1st	RED FACTION	THQ	NONE	PC
7th	CONQUEST 2	Ubi Soft	NONE	PC
7th	DESTROYER COMMAND	Ubi Soft	NONE	PC
7th	DRAGON'S LAIR 3D	Ubi Soft	NONE	PC
7th	HEROES OF MIGHT AND MAGIC 3	Ubi Soft	NONE	DC
7th	LAND BEFORE TIME RACING	TDK	NONE	PS
7th	MYST 3: EXILE	Ubi Soft	NONE	PC
7th	PLAYMOBIL HYPE	Ubi Soft	NONE	PS2
7th	POOL OF RADIANCE: RUINS OF MYTH DRANNOR	Ubi Soft	NONE	PC
7th	SETTLERS 4: MISSION PACK	Ubi Soft	NONE	PC
7th	SHEEP, DOG 'N' WOLF	Infogrames	NONE	PS
7th	SILENT HUNTER 2	Ubi Soft	NONE	PC
7th	SUPER CAR STREET CHALLENGE	Activision	NONE	PC
7th	SUPER CAR STREET CHALLENGE	Activision	NONE	PS2
7th	TEST DRIVE OFF ROAD – WIDE OPEN	Infogrames	NONE	PS2
7th	TINTIN DESTINATION ADVENTURE	Infogrames	NONE	PS
7th	VIP	Ubi Soft	NONE	PS
14th	ALONE IN THE DARK: THE NEW NIGHTMARE	Infogrames	NONE	PS2
14th	CAPITALISM 2	Ubi Soft	NONE	PC
14th	JACK ORLANDO	JoWood	NONE	PC
14th	KOHAN – IMMORTAL SOVEREIGNS	Ubi Soft	NONE	PC
14th	SHEEP, DOG 'N' WOLF	Infogrames	NONE	PC
14th	THE ITALIAN JOB	SCi	NONE	PS
14th	ZAX – THE ALIEN HUNTER	JoWood	NONE	PC
21st	MADDEN NFL 2002	EA	NONE	PS2
21st	RALLY TROPHY	JoWood	NONE	PC
21st	SPIDER-MAN	Activision	NONE	PC
21st	SPIDER-MAN 2 ENTER: ELECTRO	Activision	NONE	PS
21st	SPIDER-MAN MYSTERIO'S MENACE	Activision	NONE	GBA
21st	STAR TREK: BRIDGE COMMANDER	Activision	NONE	PC
21st	STUART LITTLE: THE JOURNEY HOME	Activision	NONE	GBC
21st	THE WORLD IS NOT ENOUGH	EA	NONE	GBC
21st	X-MEN: MUTANT ACADEMY 2	Activision	NONE	PS
21st	X-MEN: REIGN OF APOCALYPSE	Activision	NONE	GBA
28th	MYSTERY OF THE DRUIDS	CDV	NONE	PC
28th	90 MINUTES	Sega	NONE	DC
28th	BACKYARD SOCCER	Infogrames	NONE	PS
28th	COMMAND & CONQUER: RED ALERT 2	EA	NONE	PC
28th	COMMAND & CONQUER RED ALERT 2: YURI'S REVENGE	EA	NONE	PC
28th	CONFLICT ZONE	Ubi Soft	NONE	DC
28th	EVIL TWIN	Ubi Soft	NONE	DC
28th	EVIL TWIN	Ubi Soft	NONE	PC
28th	F1 2001	EA	NONE	PC
28th	F1 2001	EA	NONE	PS2
28th	FLIPPER 2	Ubi Soft	NONE	PC
28th	G-SURFERS	Midas	NONE	PS2
28th	GOOFY'S FUN HOUSE	Ubi Soft	NONE	PS
28th	MEN IN BLACK	Ubi Soft	NONE	GBA
28th	NHL 2002	EA	NONE	PC
28th	NHL 2002	EA	NONE	PS2
28th	PAJAMA SAM – YOU ARE WHAT YOU EAT FROM YOUR HEAD TO YOUR FEET	Infogrames	NONE	PS
28th	ZELDA: OCARINA OF AGES	Nintendo	NONE	GBC
28th	ZELDA: OCARINA OF SEASONS	Nintendo	NONE	GBC
30th	KEEP THE BALANCE	JoWood	NONE	GBC
TBC	PORTAL RUNNER	3DO	NONE	GBC
TBC	PORTAL RUNNER	3DO	NONE	PS2
TBC	HIGH HEAT MAJOR LEAGUE BASEBALL 2002	3DO	NONE	GBC
TBC	DRIVEN	bam!	NONE	PS2
TBC	ART OF MAGIC	Virgin	NONE	PC
TBC	ECHELON	Akaei	NONE	PC
TBC	GRAFFITI TOURNAMENT: SKATE AND STYLE	JoWood	NONE	GBA
TBC	INDUSTRY GIANT 2	JoWood	NONE	PC
TBC	LA FEMME NIKITA	Infogrames	NONE	PS2
TBC	MOTO MAYHEM	Infogrames	NONE	PS2
TBC	NATURAL RESISTANCE	JoWood	NONE	PC
TBC	THE NATIONS	JoWood	NONE	GBC
TBC	TITANIUM ANGELS	SCi	NONE	PC
TBC	TITANIUM ANGELS	SCi	NONE	PS2
TBC	TONKA MONSTER TRUCK	Infogrames	NONE	PS2
TBC	ADVANCE COLUMNS	Sega	NONE	GBA
TBC	BIONICLE	Lego	NONE	GBA
TBC	BIONICLE	Lego	NONE	PC
TBC	BOMBERMAN ONLINE	Sega	NONE	DC
TBC	CART FURY	Midway	NONE	PS2
TBC	CLUSTERBALL	Koch	NONE	PC
TBC	DENKI BLOCKS	Rage	NONE	GBA
TBC	DRAGON RAGE	3DO	NONE	PS2
TBC	ESPN GOLF MASTER	Konami	NONE	GBA
TBC	ESPN X-GAMES SKATEBOARDING	Konami	NONE	PS2
TBC	ESPN X-GAMES SKATEBOARDING	Disney	NONE	PS2
TBC	EUROPEAN SUPER LEAGUE	Virgin	NONE	GBA
TBC	FLIPPER & LOPAKA – THE SECRETS OF THE DEEP	Ubi Soft	NONE	PC
TBC	FOOTBALL MANAGER	Virgin	NONE	PC
TBC	FOOTBALL MANAGER	Virgin	NONE	PS2
TBC	GIANTS	Interplay	NONE	PS2
TBC	GRAND THEFT AUTO 3	Take 2	NONE	PC
TBC	JIMMY WHITE'S CUEBALL WORLD	Virgin	NONE	PS2
TBC	JUNIOR SPORTS FOOTBALL	Infogrames	NONE	PS
TBC	JURASSIC PARK 3: THE DNA FACTOR	Konami	NONE	GBA
TBC	LADY SIA	TDK	NONE	GBA
TBC	LEGO ISLAND 2	Lego	NONE	GBA
TBC	LEGO RACERS 2	Lego	NONE	GBA
TBC	LOTUS CHALLENGE	Virgin	NONE	PS2
TBC	MAT HOFFMAN'S PRO BMX	Activision	NONE	DC
TBC	MAT HOFFMAN'S PRO BMX	Acitivision	NONE	PC
TBC	MONOPOLY TYCOON	Infogrames	NONE	PC
TBC	MX 2002	THQ	NONE	PS2
TBC	PLANET MONSTERS	Titus	NONE	GBA
TBC	POWER DIGGERZ	Virgin	NONE	PS
TBC	PROJECT EDEN	Eidos	NONE	PC
TBC	PROJECT EDEN	Eidos	NONE	PS2
TBC	PUTT-PUTT JOINS THE CIRCUS	Infogrames	NONE	PC
TBC	RESIDENT EVIL CODE: VERONICA X	Capcom	NONE	PS2
TBC	SCHIZM: MYSTERIOUS JOURNEY	Project 3	NONE	PC
TBC	SOUL REAVER 2	Eidos	NONE	PS2
TBC	SPY FOX: OPERATION OZONE	Infogrames	NONE	PC
TBC	SUPER BUST-A-MOVE	EON Digital	NONE	PC
TBC	THE LEGEND OF MIR	Game Network	NONE	PC
TBC	THE SETTLERS 4: MISSION PACK	Ubi Soft	NONE	PC
TBC	THIS IS FOOTBALL 2002	Sony	NONE	PS2
TBC	THUNDERHAWK: OPERATION PHOENIX	Eidos	NONE	PS2
TBC	VALHALLA CHRONICLES	Koch	NONE	PC
TBC	VICTORIOUS BOXERS	Empire	NONE	PS2
TBC	WENDY: EVERY WITCH WAY	TDK	NONE	GBC
TBC	WING OVER 3	Virgin	NONE	PS2
TBC	WORLD CHAMPIONSHIP SNOOKER 2001	Codemasters	NONE	PS2

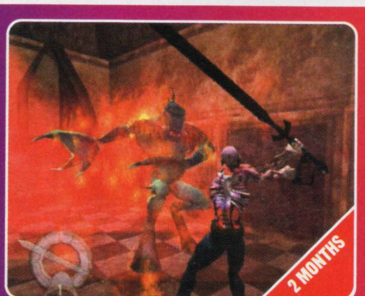
OCTOBER

12th	COMMAND & CONQUER RENEGADE	EA	NONE	PC
12th	MEN IN BLACK – THE SERIES: CRASHDOWN	Infogrames	NONE	PS
16th	PLANET MONSTERS	Virgin	NONE	GBA
19th	CRICKET 2002	EA	NONE	PS2
19th	MXRIDER	Infogrames	NONE	PS2
19th	PROPELLER ARENA	Sega	NONE	DC
19th	TWEENIES – DOODLE'S BONES	BBC Multimedia	NONE	GBC
19th	TWEENIES – PLAY TO THE MUSIC	BBC Multimedia	NONE	PC
TBC	DIVINE DIVINITY	CDV	NONE	PC
TBC	BALDUR'S GATE: DARK ALLIANCE	Interplay	NONE	PS2
TBC	CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	Capcom	NONE	PS2
TBC	COLIN MCRAE RALLY	THQ	NONE	GBC
TBC	DUNGEON SIEGE	Microsoft	NONE	PC
TBC	EARTH AND BEYOND	EA	NONE	PC
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	GBC
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	PC
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	PS
TBC	F1 RACING CHAMPIONSHIP 2	Ubi Soft	NONE	PS2
TBC	FLIGHT SIMULATOR 2002	Microsoft	NONE	PC

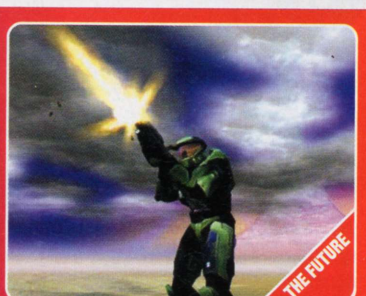
WATCH OUT FOR...

CODE: VERONICA X
PS2 gets its first dose of the T-virus with this spot-on zombie fest.

PAPER MARIO
Mazzer keeps N64 going with this paper-thin RPG outing.



SHADOW MAN 2 SECOND COMING
Mike LeRoi goes deadside on PS2, to confront a group of sadistic demons.



HALO
Xbox's frighteningly good looking first-person shooter is starting to hot up.

p.22

VIRTUA FIGHTER 4
Sega's eye-rubbingly lush scrapper is the only beat-'em-up that can take out *Tekken 4*. Gaze longingly at what could be the greatest fighter ever.

OUT: NOVEMBER FORMAT: PS2 PRICE: £40 DEVELOPER: TRAVELLER'S TALES PUBLISHER: VIVENDI/UNIVERSAL SPECIAL FEATURES: DUAL SHOCK 2 OTHER FORMATS: XBOX, GBA CALL: 0118 020 9147 PLAYERS: 1

PREVIEWER

Tom East

Factpack
The stuff you need to know...

Levels	35
Playable characters	2
Vehicles	3
Bosses	5

Crash Bandicoot: The Wrath of Cortex

Forget about *Crash Bash*. PlayStation's most popular character has given up the pogo stick for another time-travelling adventure. Watch out Cortex.

Naughty Dog may have deserted him, but Crash has always been PlayStation's number one platform hero. Forget about sweet old Spyro, and Rayman can stick his loose collection of limbs up his bum, 'cos the Bandicoot is back – and he's on PS2.

Although *Crash Team Racing* was good – the best kart racer on PSone – *Crash Bash* was just a dump *Mario Party* rip off, so it's good to see that the manic marsupial is making his PS2 debut in another quality platformer.

But new developers Traveller's Tales haven't given Crash a massive PS2 makeover. Sure, he's a better looking Bandicoot these days, but this isn't the 3D, free-roaming adventure that many were hoping for. Instead it's classic *Crash*, as you have to follow a path, decking wizards with your spin attack and chomping wumpa fruit.

Softography
These guys have also made...

A Bug's Life	50%
Toy Story 2	80%
Muppet Race Mania	72%
Rascal	42%
Sonic R	84%
Sonic 3D	61%

TOP TRANSPORT

Are we disappointed? Nah, not really. See, although it's not 3D you only have to check out Crash's new vehicles to see that *Wrath of Cortex* will be bags of fun. Drive a jeep around the Wild West, batter N.Tropy in a hang-glider dog-fight, and walk around in an *Alien*-style mech. Even Coco Bandicoot gets in on the act, zipping around on a pink scooter before taking on the baddies with a brand new kick-ass kung fu move.

"... Cortex, the big moustached maniac, has built a genetically altered Crash destroyer..."

It's a good job Coco's here because Crash will need all the help he can get if he's to defeat Cortex again. The moustached maniac has built a genetically altered Crash destroyer called Crunch, and you'll be legging it around 35 levels for at least 40 hours before you defeat him. It's a monster of a game.

Watch out *Jak and Daxter*, *Crash: Wrath of Cortex* will be her-uge.

FINAL FANTASY 10
The latest in the epic RPG series is the best looking game on PS2 so far. Get an eye-full of the latest stunning shots and check out the new battle system.

RAYMAN M
The limbless one's latest is a mental multi-player romp set to charm the joypads off of PS2, Xbox and GameCube. First proper play right here!

PLUS!

MAX PAYNE 24
DEVIL MAY CRY 28
TEKKEN 4 34
PROJECT EDEN 36
DAVE MIRRA'S PRO BMX 2 38
MARIO KART: SUPER CIRCUIT 40

NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...TH

01 All the best characters are back: Uka Uka (Aku Aku's good alter-ego) will protect Crash if he gets bashed by Cortex's evil wizard. But Uka Uka's healing power's only work once. 02 This ball isn't as good as the jeep, but it's pretty nifty. 03 This looks just like *Crash Bandicoot 3*. You can spin attack that monster or bounce on his head. 04 Coco rode on a jet ski in *Crash 3*, but now she zips around the levels on a pink micro-scooter. Go Coco!

Oompa, Lumpa, Stick It Up Your Wumpa!

It may look prettier but things haven't changed much in Crash's world. He still hasn't managed to kill Cortex, Nitro crates get in his way, and his favourite food is still wumpa fruit. But that doesn't matter 'cos *Wrath of Cortex* is a great laugh.

◄ Crash needs more skill than a champion Olympic gymnast to avoid those crates. Ten points for the spinning jump, but let's wait and see how he lands. If he merely brushes against one of those green Nitro crates it's game over.

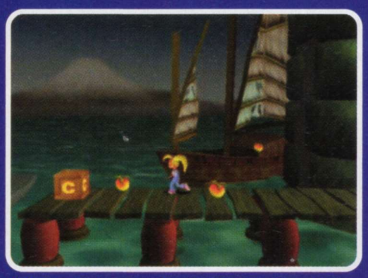
► In the demo of *Wrath of Cortex*, Crash Bandicoot is shown creeping past the nitro crates like Solid Snake. Does this mean he has a new sneaky skill? It would be cool, but we think his bright orange fur may give him away. It's not the best form of camouflage for the snow levels.

Sisters Are Doing It For Themselves!

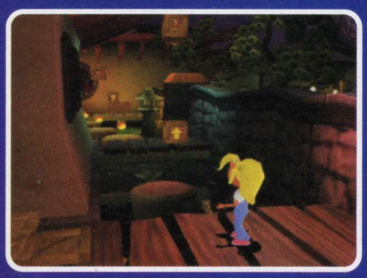
Coco, Crash's computer hacking sister, has got a starring role in *Wrath of Cortex*. In *Crash 3* she rode around one level on the back of a tiger, and did a spot of jet skiing in another. But this time she appears on five platform levels. Like her bro', she runs around collecting wumpa and bashing baddies.

▲ Coco has received the emergency call from Crash. Cortex is on the warpath and Crash needs help.

▲ Stand on this platform and you'll be transported to a bonus level stocked with loads of lovely wumpa.



▲ Coco can't drive her brother's jeep or fly a plane, but she can bash crates with a swift kung fu kick.



▲ Coco gets ready to take on Crash's role as PlayStation's platform hero. Hop, skip, jump!

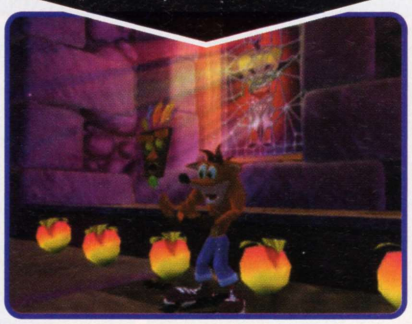
The Marsupial's Mech!

This looks like the scene in *Aliens* where Ripley jumps in a mech and takes on the Queen. While this may not be as scary as that, beating up Crunch will be just as tricky.

Cortex has been building Crunch, but Crash has the perfect weapon to defeat him. This huge mech.

I'll Have You and Your Mates, Cortex!

Cortex has realised he can't take on Crash all by himself, so he's enlisted the help of his mates, Tiny, Uka Uka, Ripper Roo, and N.Tropy. Just to remind you what Cortex looks like, there's a picture of him on the wall of this creepy castle.



Super Crash Ball!

Forget *Super Monkey Ball*. The marsupial has got in there first as he jumps in a ball and rolls all over the gaff. Just keep rollin' baby!

▲ It looks like a great laugh, but trying to stop yourself from rolling off these tiny platforms is really tricky. And to make matters worse, it's snowing. Mind yourself now.

Get Ready for the Glide of Your life!

This is one of the few levels in *Wrath of Cortex* where you're not led down a linear path. Crash gets into a hang-glider and flies around, trying to avoid powerful tornados. Then – when he's dodged them all – he has a massive shoot-out with one of Cortex's henchmen, N.Tropy. The jeep, the micro-scooter and the mech are all pretty good, but the glider is the Crash's vehicle by far and we can't wait to fly around the levels in this thing. It's fantastic fun.

Looks like Tropy is going to win this dog-fight. One shot and ginger nuts will be spinning towards the ground.

▲ The bi-plane in *Crash Bandicoot 3* was good, but Crash's new glider is far better. Avoid the tornados, shoot down N.Tropy, and then start showing off your gliding skills – big style. No wonder Crash has a big grin on his face. This is cool.

Wild West!

Crash travels through time to the Wild West. Yee ha!

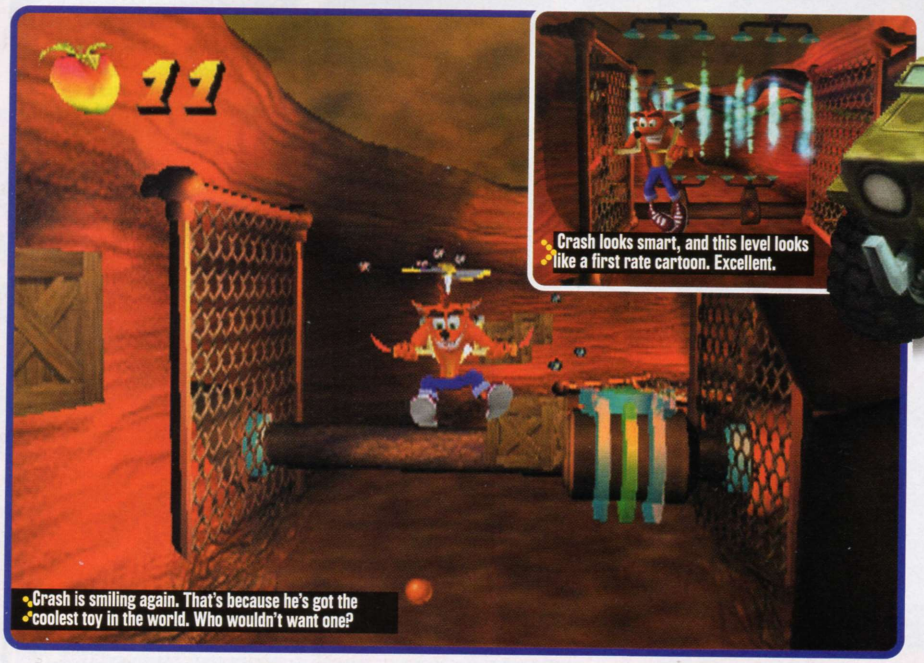
Crash has as many skills as Lara. Can't see Angelina Jolie playing him, though.

The Wild West is a dangerous place. Watch out for that evil scorpion.

This is more like it. Drive around the desert in this fantastic jeep.

Let's Go Heli-Backpacking!

This has to be the best backpack ever. Don't know if you could fit your sleeping bag in it, but that doesn't matter. When Crash straps it on his back, the blades rotate and he can hover over boiling lava in the volcano levels. After all, he wouldn't want to get lava on his new trainers. That would be worse than stepping in a fresh dog poo. Having said that...



Crash looks smart, and this level looks like a first rate cartoon. Excellent.

Crash is smiling again. That's because he's got the coolest toy in the world. Who wouldn't want one?

▶ Lucky there are no monsters around. You just have to concentrate on staying above the lava. Should be straight forward.

▼ It's good and it helps you flick switches which you can't reach, but the Helipak isn't very stylish. It looks like a Dyson vacuum cleaner with a rotor. Oh dear.

Crash on GBA!

This has to be one of the best-looking games on GBA. Developed by Vicarious Visions, the geniuses who made *Tony Hawk's* on GBA, we've seen one of the levels and it looks fantastic. This will be released next year.

Think this looks good? Wait till you see this chasing level in action. It's ace.

This is just like *Crash 3* as you strap on your snorkling gear and go diving.

Cut to the Chase!

This is classic *Crash* as you leg it into the screen, trying desperately to stay in front of the bandicoot-squishing monster who's chasing you. Monsters pop up in front of you and you have to spin attack them – sharpish. You really need Aku Aku to give you some protection on this level.

▲ These are always some of the hardest levels in the *Crash* games. Running away from the monster is tricky because you can't see any of the obstacles until you hit them.

The Lair of Cortex!

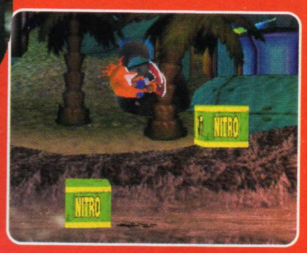
Where's Cortex eh? He's hiding away, busy with his latest invention: a super being named Crunch. You have to skid through Cortex's gaff collecting all the fruit for your good old Wumpa Cannon.

▲ Watch out! You're leaving Aku Aku behind. You'll need his help when the enemy arrives. You'll need all that Wumpa fruit too.

▲ Nice move. Like in *Crash 3*, you can earn skills like super sprint and double jump. This is the perfect place to test out super sprint. There are no baddies around, so you can just run around the level and skid about all over the place. It really is great fun.

First Impressions

The bandicoot bounces back



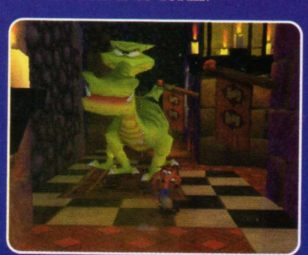
Before we had a bash at Crash's new platformer we already knew the score. *Wrath of Cortex* is just a flash version of *Crash Bandicoot 3*, with bigger levels, more characters, and better vehicles.

As usual, there is a hub room from where you can access 25 levels and five boss levels. Then, as in *Crash Bandicoot 3*, you have to go through every level doing time trials before you can take on five secret levels.

Okay, it's nothing new, but once you have a play you'll realise that, like all other *Bandicoot* games, it's great fun. Okay, it doesn't look as good as *Jak and Daxter* and it's not exactly ground-breaking, but it is good old *Crash*: top, speedy, platform adventuring with some ace vehicles thrown in.

So will Crash be able to hold his crown as PlayStation's number one platform hero? *Jak and Daxter* will be right on the marsupial's ginger arse, but that looks very similar to *Crash*. One thing we are sure of, however, is that it's great to see the bandicoot back where he belongs: in a first class adventure.

Wrath of Cortex looks great, and after *Crash Bash*, it's a return to form.



GOOD COP BAD COP

Crash has always had some great vehicles but these are some of his best yet. Coco's scooter is pretty cool too.

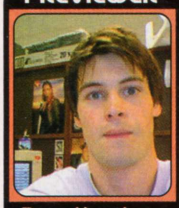
Though it looks flashy, surely it's time for *Crash* to make the same next-gen leap that *Mario* made five years ago.

WHERE IT'S AT

Nicer than *Crash 3* but not as flashy as Traveller's Tales would like. They'll be able to tart it up by November.

OUT: SPRING 2002 | **FORMAT:** ARCADE | **PRICE:** £40 | **DEVELOPER:** AM2 | **PUBLISHER:** SEGA | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS2 | **CALL:** 08456 909 090 | **PLAYERS:** 1-2

PREVIEWER



Dave Harrison

Aoi Umenokuji makes her second *VF* outing. And check out her flares – she's plenty of room to move.

Lion and his floppy haircut remain. He may look daft but he's got very pointy fingers that really hurt.

Grimace!

Such is the detail of the fighters that their facial expressions change with each movement. Just check out the wrinkles on Lau's face – craggy or what?

Pai Chan has got that 'Kelly Brook with ape arm' look. Charming.

Virtua Fighter 4

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!

The wily ol' Lau Chan looking more like a crinkle-cut crisp than ever.

Tekken 4? Schmekken 4 more like. Sega roars back into the **beat-'em-up** world with Yu Suzuki's **new masterpiece.**

She's a Strapping Young Lad!

There are two new fighters featured in the game. The first one is Shaolin Monk Lei Fei, who fits sweetly next to the other traditionally dressed fighters. But it's Vanessa Lewis who really stands out. Usually the females in the *Virtua Fighter* series are small, quick and nimble, but Vanessa is built like a bus and is a mass of pure power.

While her style of fighting is not tightly defined there are obvious traces of Mui Thai and kick boxing in there.

While she isn't as powerful as characters like Jeffry she's more than a match for poor old Jack Bryant.

Now that is just out of order. She smacks him round and then knees him in the crotch. That's just wrong.

Aoi – a far more typical *VF* female fighter than the butch Vanessa.

Softography

These guys have also made...

Daytona USA	90%
Shenmue	92%
F355 Challenge	90%
Crazy Taxi	90%
Virtua Fighter 3tb	90%
Outtrigger	68%

It's been a while since Yu Suzuki has paid much attention to the *Virtua Fighter* series.

I suppose you can forgive him since he's been busy straining to squeeze out the kung fu adventure epic *Shenmue*. But, since the release of *Virtua Fighter 3tb*, the Sega slapper has been surpassed by the likes of *Tekken 3*, *Soul Calibre* and even *Dead Or Alive 2*.

PS2 EXCLUSIVE

This is partly due to the fact that, despite *Virtua Fighter*'s brilliance, it's tended to have a low profile. What didn't help its popularity was the fact that the console versions have appeared on two relatively unsuccessful formats: Saturn and Dreamcast. But for number four Sega have struck up a year long exclusive deal with Sony, so there's finally a chance for Yu Suzuki's baby to go head-to-head with *Tekken 4* on PS2's even playing field.

The PS2 version, however, is still in development, so it'll take loose change and a trip to the slotties to play *VF4* this year. It'll be worth the effort though, as the arcade cabinet uses the new Naomi 2 board that can handle up to 10 million fully textured polygons per second. In other words, it looks dead ace.

With two completely new characters and tons of new moves, Namco will have to do something very special to pack a bigger punch.

Community In-Fighting!

The *Virtua Fighter* arcade cabinets come complete with VF.net access, linking up cabinets in different arcades. You'll be able to buy a data card to store your record.

When you slap in your card, it will reveal you records.

This card will bring you respect. Use it to get into restaurants.

"... The new **Naomi 2** board can **handle** up to **10 million** fully **textured polygons** per second. It looks **ace**..."

Factpack

The stuff you need to know...

Total characters	13
New Characters	2
New moves	one per figher
Board used	Naomi 2

Check out the details on Sarah's shoulder. Every sinew is strained as she takes a fierce body shot.

CLOSE

You Hit Me. Oh Dear, You Hurt My Face. I Hit You, I Break Your Leg!

VF4 returns to the three-button combat system, with the Evade button featured in *VF3* no longer making an appearance. *Tekken*'s four-button system still makes more sense but, as *VF* is a purist's game, it remains stubbornly three-fingered. Using Punch, Kick and Block you will able to use a Parrying system, which is similar to the one used in *Dead Or Alive 2*. Here for your inspection are all the characters showing off their new moves.

Retracing Footsteps!

Gone are the multi-level fighting arenas, but this doesn't mean the arenas aren't special. They're rendered so accurately, they change with each step. Each grain of sand in Jeffry's levels is compressed under foot, altering the surface's texture.

▲ Some arenas have barriers around the edge. You'll have to smash through these to get a ring out.

First Impressions

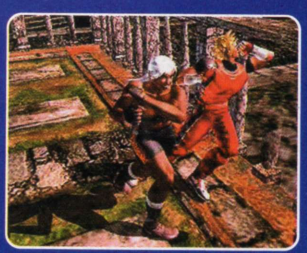
Gorgeous, hardcore fighting action

Nothing really prepares you for the quality of *Virtua Fighter*'s graphics. Sure the pics in the mag look pretty, but only when you see the game flowing do you appreciate how much of a step forward it's taken since its last outing.

Every fold on the fighter's garments, every wrinkle on the faces, and every grain of sand is intricately recreated. It knocks spots off *Tekken Tag Tournament*, which was basically a PSone game in fancy clothes.

Gone – for better or worse – are the novelty multi-level arenas. This is important as it looks like *Virtua Fighter* is throwing the gauntlet down and declaring it needs no gimmicks to sell itself – it's a return to the toe-to-toe sophisticated scrapping of the original. (This just when *Tekken 4* is including interactive environments. How queer.) What this leaves is an intense, pure, fighting game with no distractions, clutter or silly tag ideas.

The three-button control system isn't as satisfying as *Tekken*'s one limb to one button set-up, as it's far more of a challenge to execute complex combos. This explains why it's first choice of many hardcore beat-'em-up fans, though.



GOOD COP BAD COP

Finally *Virtua Fighter* can front up to *Tekken* on the same console. A fight between the beat-'em-ups!

The multi-level arenas were very pretty in *VF3*. Shame they had to disappear in this one.

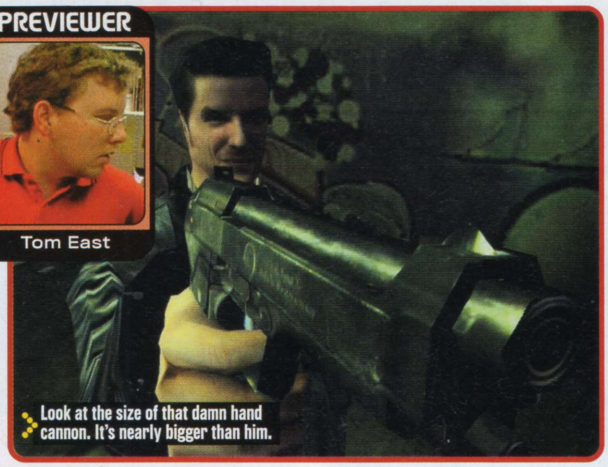
WHERE IT'S AT

The arcade cabinet version is out in Japan this summer but it'll be next year before we see the PS2 version.

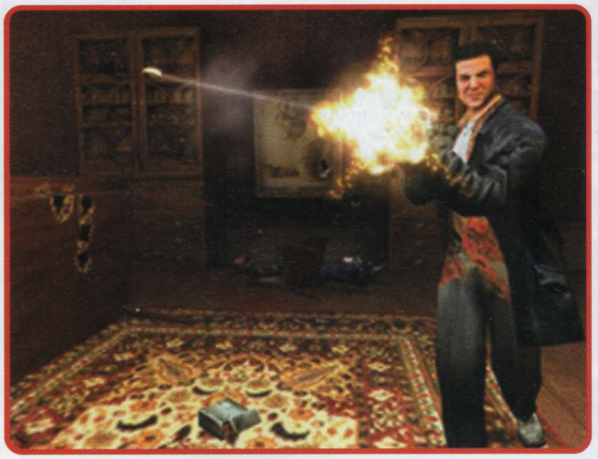
OUT: NOW | FORMAT: PC | PRICE: £30 | DEVELOPER: 3D REALMS | PUBLISHER: TAKE 2 | SPECIAL FEATURES: NONE | OTHER FORMATS: PS2 | CALL: 01753 854 444 | PLAYERS: 1

PREVIEWER

Tom East



Look at the size of that damn hand cannon. It's nearly bigger than him.



▲ For a great big loser, Max Payne has a hefty supply of top weapons. Any normal person would leg it if they saw a fugitive running towards them with a weapon like this. But the mob and the cops are made of stronger stuff than that, so watch out!

Max Payne

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST

It's **bad enough** having **the mob** on your tail, but Max Payne has to **deal with the cops** too. **Grab your guns!**

Max Payne's wife and child have been killed by drug addicts, his best friend was shot, he's been framed for murder, and now the mob and the cops are after him. Surely you wouldn't want to step into the shoes of this man.

Well, you wouldn't if he didn't happen to be the star of one of the coolest PC shooters on the planet. Even if a giant seagull pooed on his head you'd still want to play as Payne. It might be to do with the fact that we haven't seen shooting as skillful as this since we first heard Keanu Reeves saying "We need guns. Lots of guns."

Softography
These guys have also made...
This is 3D Realms' first game!

MATRIX-STYLEE

When Max grabs his gun he uses a thing called bullet-time which lets him shoot baddies *Matrix*-style. Just before you pull the trigger, time will slow down, and you can dive through the air, aim and see your bullet tear into the bad guys. You don't have to use bullet-time, but when it looks this good you'll want to.

Bullet-time doesn't last forever, so you'll have to do some work if you want to scour New York blasting enemies in slo-mo. The only way to earn bullet-time is to shoot baddies, which won't earn you Brownie points from the cops or the mob. It's hard work because the mob won't run into your line of fire, preferring to hide behind boxes before pouncing. And if you're a veteran shooter and finding it easy, the difficulty level will automatically alter to make it even harder. Aaaagh!

... Dive through the air and watch your bullet tear into the enemy...

We can't wait to help Max out of this hole.

▲ The mob aren't looking very pleased. Payne has been a naughty fugitive.

▲ The enemy try to avoid your fire but it's not working. Unlucky Mr Mobster.

Ooh Matrix!

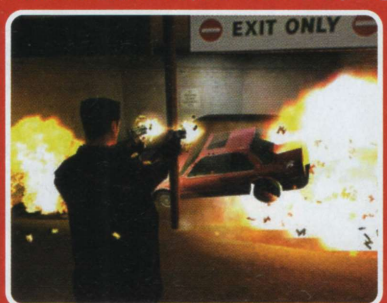
Look at this. Max dives through the air like Boris Becker and shoots like Keanu Reeves in *The Matrix*. It's a bit cheeky, but if you're going to rip off an action shooter flick, we can't think of many better to imitate.

▲ Go Keanu... Oops sorry, we mean Max. As you can see Payne's moves are just like Reeves' in *The Matrix*.

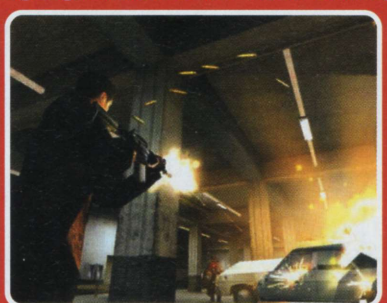
▲ It doesn't matter if bullet-time runs out. You can still shoot as normal.

I'm the Fire Starter, Twisted Fire Starter!

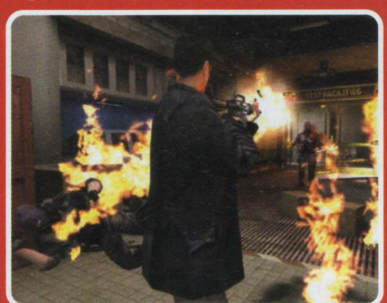
If you were a fugitive, how would you prove your innocence? Well you wouldn't run around New York shooting cops and blowing up cars. That's not going to look good in a court of law. You can imagine the judge summing up, "So you say you're not a murderer, yet you have shot lots of cops and set fire to some buildings. Would you say that you're a violent man, Mr Payne?" How are you going to get him out of this mess? It's not going to be easy.



▲ This looks like a thrilling action shooter. Blast the car with your weapon and watch the huge explosion.



▲ Boom! There goes yet another motor. The special effects in *Max Payne* are absolutely stunning.



▲ This looks a bit like a scene from *Resident Evil*, only you're shooting people rather than zombies.

GOOD COP BAD COP

Everything is interactive. Gun down bottles, or switch on the news and hear the latest about a fugitive called Payne.

There is a Level Editor but there's no multi-player mode. It would have been great using bullet-time on your mate.

WHERE IT'S AT

Max Payne is very nearly finished, so look out for the huge review we'll bring you next month.

SPYRO: SEASON OF ICE

GAME BOY ADVANCE

OUT: NOVEMBER | **FORMAT:** GBA | **PRICE:** £35 | **DEVELOPER:** DIGITAL ECLIPSE | **PUBLISHER:** VIVENDI/UNIVERSAL | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0118 920 9100 | **PLAYERS:** 1

Sparx, your dragonfly mate, will hover around your head throughout.

Spyro: Season of Ice looks really nice, but it might be a bit too cute. No!

You can butt the baddies with your horns, or use your fire breath to kill 'em.

This is a top time trial. Fly through all the rings, collecting the gems as you do.

Spyro: Season of Ice

The purple-headed dragon is off with the fairies as he makes his portable debut.

PREVIEWER: Tom East

It seems Game Boy Advance is where it's at for platformers these days. *Rayman* and *Mario* have already been released on the little handheld beauty, and *Crash*, *Sonic* and *Spyro* are all on their way.

Spyro may originate from a different console but it's the same old story, as once again he joins up with Hunter and Sparx to defeat Rhynocs, this time on a portable format. This time they've kidnapped Zoe and the Fairies of the Dragon Realms and it's up to Spyro to save them.

Apart from the *Tony Hawk's*-style camera angle, this is just like the PSone *Spyro* games, as the little purple dragon flamegrills baddies, glides through rings and races in the Speedway. His dragonfly buddy Sparx also gets his own levels.

It all sounds pretty good but be warned: even for Spyro this looks a bit too cute for its own good, and may end up featuring gameplay of the shallow sort. Fairies? Good gravy.

GOOD COP BAD COP

All Spyro's best moments have been downsized into a GBA adventure. Can't be bad, eh?

Spyro's not as cool as *Mario* and *Crash*, and all this fairy nonsense sounds a bit sickly.

WHERE IT'S AT

We've only seen three levels but they looked finished, so look forward to *Spyro* on your GBA before Christmas.

OUT: SPRING 2002 | **FORMAT:** GC | **PRICE:** £40 | **DEVELOPER:** EAD | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** DIGICARD | **OTHER FORMATS:** NONE | **CALL:** 01703 652 222 | **PLAYERS:** 1

Pikmin

Meet Miyamoto's new little babies: the folk from the bottom of the garden.

PREVIEWER: Martin Kitts

If you like your games with a heavy touch of Japanese strangeness, this should be the first title you pick up when you buy your new GameCube.

Pikmin is totally insane, and these new screens prove it. It plays like nothing we've ever seen before. Controlling a little spaceman who's stranded in a giant alien garden, you've got to plant seeds to grow the tiny vegetable men who will help you find your way back home.

Once you've got an army of these cute Pikmin dudes you can order them to go foraging for supplies. When you find something interesting, such as a bit of food or an unusual dead creature, it turns into a large pill with a number on the top that tells you how many Pikmin are needed to lug it back to your base.

As soon as you've collected enough pills, more Pikmin seeds shoot out of the top of your base. Plant them and they'll grow into one of three types of dude, giving you the strength in numbers to fight the predators that creep around after dark.

Bizarre isn't the word. This will be awesome.

Catch 'Em!

Pikmin come in three different varieties, with each type having its own special abilities to help you out on your quest.

▲ The type of growth on the heads of your Pikmin defines their abilities.

▲ There are Leaf Pikmin, Bud Pikmin and Flower Pikmin to cultivate.

▲ It's possible to mix different types to maximise your army's effectiveness.

This giant nose on legs likes nothing better than a mouthful of squirming Pikmin.

GOOD COP BAD COP

Stunning graphics and unusual gameplay; it has the hallmarks of a Nintendo classic.

Primary colours and lashings of sugary cuteness may turn older gamers away from this game.

WHERE IT'S AT

Pikmin is on course to be a GameCube launch game in all territories. So that's next year for us.

OUT: NOW (JAPAN), SPRING (UK) **FORMAT:** PS2 **DEVELOPER:** SQUARESOFT **SPECIAL FEATURES:** DUAL SHOCK 2 **CALL:** IMPORTER
PRICE: £TBC **PUBLISHER:** SONY **OTHER FORMATS:** NONE **PLAYERS:** 1

PREVIEWER

Rick Moulton

It's Cloud, no it's Squall. Er, actually it's another blond-haired hero, Tidus (pronounced Tee-dus).

▲ Hearing impaired gamers can rest easy 'cos subtitles are used as well as speech.

▲ The world of *FF10* is mostly covered by water. Hope Kevin Costner's not around.

Final Fantasy 10

Factpack
The stuff you need to know...

Playable characters	7
Game length	80+ hours
Character tribes	4
Discs	2

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...N

Why do they keep calling it *Final Fantasy* when we're now up to chapter 10?

Good news: the long-awaited 10th instalment of *Final Fantasy* is in shops now. Bad news: it's only available in Japan.

As ever, us Brits are in for a long wait to get our fix of 80-hour RPG goodness, but in the meantime here's everything you need to know.

After the cartoon style of *FF9*, *Final Fantasy 10* returns to the real-life look of chapter 8. Not surprising considering most of the new team is made up of *FF8* veterans.

Softography
These guys have also made...

Final Fantasy 7	93%
Final Fantasy 8	95%
Vagrant Story	93%
Parasite Eve	80%
Parasite Eve 2	85%
The Bouncer	72%

SPEAK UP

It's the first *FF* game to grace the PS2, meaning those static pre-rendered backdrops are gone and slick polygon-based worlds are in. But the views retain the traditional *FF* stylee, thanks to the camera fixed permanently overhead.

But the biggest change is going to make *Final Fantasy* fans either go ga-ga or grimace: character voices. For the first time you'll be able to hear the characters speak their lines (complete with facial movements) instead of simple subtitles. Impressive or annoying? Only time will tell.

...For the first time you'll be able to hear the characters speak their lines...

Other new features include a new experience-gathering system, new battle features (like the ability to tag teams), and overhauled Limit Breaks – now known as Overdrives.

Like we said, don't expect a UK release until at least early 2002 because, as well as translating the text, they've also got to re-do all the voices in English. And as we all know, *Final Fantasy* games are just a tad on the large side, so it may take time.

It's Surely The Greatest Story Ever Told!

Final Fantasy games would be nothing without their involving storylines, and *FF10* is no exception. The setting for this instalment is a watery world called Spira, which was once home to an advanced civilisation that was destroyed by an evil force inherent in its technology. Its current population now live in fear of technology lest the demon should strike again. As ever, it's up to a brave band of adventurers (and you, naturally) to defeat the baddie and restore peace to the land.

The one drawback of PS2's graphical power is that you'll come across more whopping great monsters.

Full of Character!

FF10's characters borrow their look from *FF8*'s realistic style (no big heads here), so much so that many characters look uncannily similar to their *FF8* counterparts.

▲ Yuna has had enough of strange dreams and sets off to kill the demon responsible.

▲ Remember Vincent Valentine from *FF7*? Auron here is a similar sword-carrying hero.

▲ Lulu the mage has a weird weapon: a Moogle doll. Very odd indeed.

◀ Tidus is Yuna's bodyguard and also happens to be a dab hand at Blitzball: *FF10*'s resident sport. It's sort of like water polo – but rough.

Hard Drivin'!

To coincide with the release of *FF10* Sony launched its new PS2 hard drive, which works with the game. In Japan, you can also buy a special *FF10* pack that includes a powerful speaker called a Beat Shock. But don't expect either to be released over here. Yet.

▲ The hard drive allows Japanese *FF10* gamers to store hundreds of saves.

▲ The bizarre Beat Shock peripheral, a sort of sub-woofer for your PS2.

Commerical Break!

Sony don't restrict their bizarre Playstation adverts just to Britain. The Japanese ad for *FF10* is just as odd and mysterious as anything we get over here.

▲ A man (who bears a striking resemblance to lead character Tidus) walks along the beach.

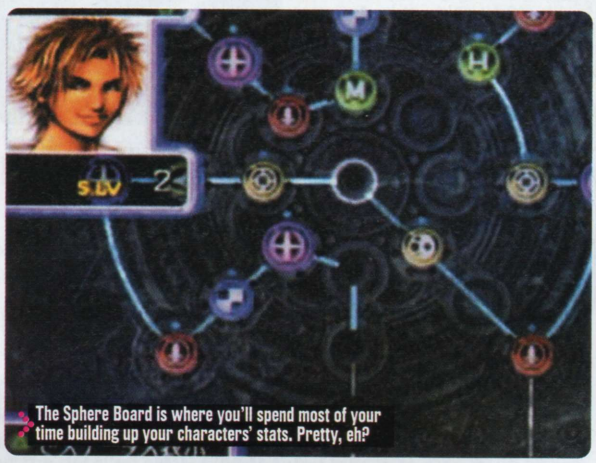
▶ Our Tidus lookalike starts to see flashes of cool pre-rendered game footage in his mind.

◀ The actor wonders whether he should have taken that undies ad.

▼ Oh look, it's a PS2 advert. That explains it.

A Kind of Magic!

Instead of gaining EXP, *FF10*'s characters use Sphere Levels, which allow movement across a Sphere Board, bestowing abilities depending on which part of the board you're standing.



The Sphere Board is where you'll spend most of your time building up your characters' stats. Pretty, eh?

Final Fighting!

Summon monsters (or Aeons) now fight in place of a party until they win or get knocked out. Monster regulars Shiva and Ifrit also make a return appearance.

◀ Summons will play much more of a part in *Final Fantasy 10*. Use them as you would a person.

▶ Here's the old favourite, fire monster Ifrit, in all his gorgeous graphical glory.

First Impressions

Fantasy finally becomes reality

The word on the street over in the Land of the Rising Sun is that *FF10* is going to big – very big.

Everything from crisps to breakfast cereals bears the now familiar *FF10* logo. But is it any good? The first review of the game revealed that *Final Fantasy 10*'s story is going to be even more tragic than *FF8*'s and that the game length is going to be a social life sapping 80 hours.

And where did these interesting titbits come from? None other than the Japanese version of *Playboy*. And yes, that's the mag with naked ladies in, not some sort of games publication.

The graphics are probably some of the most impressive we've seen on PS2 so far, especially the CGI cutscenes, which even match the pre-rendered eye candy of the *Final Fantasy* movie.

The most controversial difference that *FF10* offers is the use of voices. While we're looking forward to hearing *Final Fantasy* characters speak, let's hope they get decent voice actors to do the English version and not just the Squaresoft cleaning lady.

All we have to do now is think of something to do while we wait until the UK release next year. Has anyone got a deck of cards?

GOOD COP > BAD COP

Looks set to be the best *Final Fantasy* game yet, and those graphics are absolutely awesome.

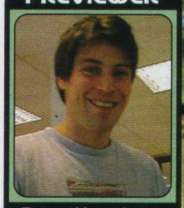
It won't be out here for ages yet, and the gameplay may be too similar to past *FF* titles.

WHERE IT'S AT

The Japanese version is in shops now but Square have the job of translating it to English, so it's a long way off yet.

OUT: DECEMBER FORMAT: PS2 PRICE: £40 DEVELOPER: CAPCOM PUBLISHER: CAPCOM SPECIAL FEATURES: DUAL SHOCK OTHER FORMATS: NONE CALL: 020 7925 2565 PLAYERS: 1

PREVIEWER



Dave Harrison

Two gun action on the killer marionettes. It's like a hardcore episode of *The Wooden Tops.*

▲ Here's the setting for the confrontation with the huge spider that we saw at E3. But there's no sign of our eight-legged friend in the demo. Shame.

▲ Dante gets thrown back on to dry land after his underwater episode. This is supernatural stuff so, basically, the developers can put in anything they want.

Devil May Cry

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...

Like Kylie said, it's **better the devil** you know, so **we suggest** you get to know this one **real well.** It's **an angel.**

This update is brought to you via the demo that accompanies the UK release of *Code: Veronica X* on PS2.

The two mission demo takes about 15 minutes to complete and is significantly different to the demo that was with the Japanese release.

Just for those of you who are unaware, *Devil May Cry* stars Dante, a supernatural investigator whose destiny is to fight evil on behalf of the human world. Coursing through his veins is the power of ancient demons, which allows him to leap like a monkey and get away with looking odd, with white hair.

Softography

These guys have also made...

Street Fighter Collection 2	49%
Marvel Vs Street Fighter	59%
Street Fighter Alpha 3	91%
Dino Crisis 2	88%
Resi Evil Code: Veronica Complete	92%
Megaman X5	34%

FRANTIC ACTION

This is the latest creepy caper from Capcom, the home of *Resi Evil* and *Onimusha*, but don't expect any lumbering survival horror. This is lightning quick, sword-swiping, gun-popping action, and with this latest demo the workings of the game are becoming much clearer.

Finally we know what the orbs are all about. Each time you slay a demon they release red or green orbs. Weird. The green orbs top up your health while the red ones are collected. Then, at certain points you can trade these red orbs in for weapon power-ups, continues or new abilities. One such new ability is the power to fly when Dante goes into his Demonic State – recognisable because he goes a sort of charcoal colour and flies into a short fighting frenzy. When you start the game you can only kick ass in this state from the ground, but collect enough red orbs and Dante will sprout wings, float through the air and attack enemies with lightning bolts. Nifty. Shame we'll have to wait till mid-winter for our kicks.

▲ These scissor carriers are a right pain.

▲ He really shouldn't bleach his hair.

... Lightning quick, sword-swiping, gun-popping horror action...

Aqua Evil!

In the last part of the demo we see Dante turn deep-sea diver. After falling into the water he ends up in this really weird, underwater-but-dry bit where he has to kill some large floating skulls. No really. It could only happen in a game, couldn't it?

▲ He's several leagues under the sea but his burgundy mackintosh is not even the slightest bit damp.

▲ Once you finish off all the skulls, stand on this pad to be taken back up.

His Bite is Worse Than His Bark!

The highlight of this demo is the face-off you have with a demon/shadow/puma/evil thing. What really hits you is the sheer speed of the confrontation. You have to keep Dante bouncing off the walls, as the morphing baddie is lightning quick on the attack. Quite often the shadowy figure is off screen and suddenly zips into the frame, leaving only a fraction of a second to get a shot off. Let it get near and it'll be all over you like a rash. A rash with teeth that is.

▲ Aha! The dirty blighter bleeds. If he bleeds you can hurt it; if it hurts then it can die! And so on...

▲ It's very important to try and locate the shotgun. The twin guns look nice but don't do as much damage.

▲ Once the feline gets this close it's time to forget about the shooting and just make sure you get away.

GOOD COP BAD COP

Forget your potter-and-pick-up survival horror style – this is pure action. A truly mental adventure.

Will this style of gameplay be able to keep gamers interested for an eight hour-long mission?

WHERE IT'S AT

It's out in Japan in August so it must be fairly complete. We'll get the PAL version in time for Christmas.

OUT: SPRING 2002 **FORMAT:** GC **PRICE:** £40 **DEVELOPER:** NINTENDO SOFTWARE TECHNOLOGY **PUBLISHER:** NINTENDO **SPECIAL FEATURES:** DIGICARD **OTHER FORMATS:** NONE **CALL:** 01703 652 222 **PLAYERS:** 1-4

PREVIEWER

Martin Kitts

Ice to see you. You can take skiddy shortcuts across glacial sheets, just like in the N64 original.

With seven computer racers in the one-player mode, there's more physical contact during early laps.

▲ The riders look fantastic, but none of them wear crash helmets any more.

▲ Trying a flash stunt might just end in an embarrassing failure if you mis-time it.

Wave Race: Blue Storm

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST

Nintendo's amazing **offshore racer** returns to **terrorise bathers** and mow down **peaceful surf dudes.**

Everybody loves *Wave Race*. Despite being over four years old, the N64 classic boasts some of the best water effects seen in any game, ever. But it's about to be blown away by this incredibly good looking GameCube sequel.

Like its predecessor, *Wave Race: Blue Storm* really needs to be seen in motion to appreciate just how convincing the water looks. Reflections on the water's surface get distorted by waves and ripples, and in shallow areas you can see through to the pond weed and gravel at the bottom.

Softography

These guys have also made...

Ridge Racer 64.....91%

WATER JUMP

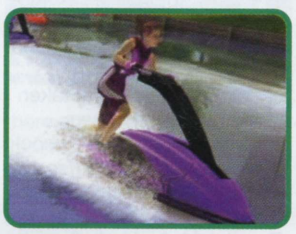
The watery wetness isn't all for show either. The other racers (there's a field of seven computer jet skiers to compete against) churn up the racing line so, if you're following close behind someone, you can expect a pretty bumpy ride from their back spray. And if you're good enough you can cut in front of people and use the wake from your engine to knock them off course.

There's a new stunt system – accessed via the C-stick – and a turbo boost which you can use to blast over jumps and cut corners. All of the courses from the original are expected to make a reappearance, so Ninty's US development team will have to take care to avoid any unintentional shortcuts that might result from the game's new-found speed.

Four players can play at once in this version, albeit with a noticeable drop in graphical detail. It isn't anywhere near as bad as the N64 version's, which stopped drawing the waves about 10 feet from your bike in two-player mode, but you do lose a lot of the reflection effects. At least it's fast.

Japanese gamers will get their hands on *Blue Storm* on 14 September, GC's current launch date.

... In shallow areas you can see the pond weed and gravel at the bottom...



▲ How do they manage to make water spray look so realistic? Pixel magic!

Stormy!

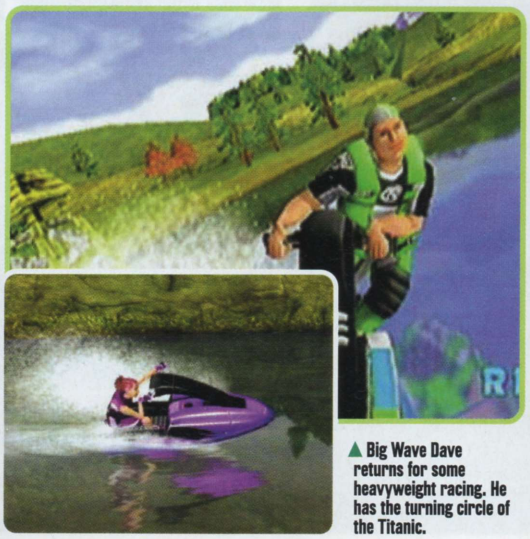
You can apply different weather effects to any of the courses, turning a placid lake into a whacking great tidal wave, complete with dark clouds and rain splattering on the camera. If you're actually trying to win a cup or unlock any secrets, the weather conditions are fixed for each course, depending on the difficulty level chosen.

▲ This one would be good with a tsunami or two stuck in the middle. Big waves can wash your rider away.

▲ Rain not only splatters on the camera lens, it can also be seen making ripples in the water.

Again! Again! Show Us Some More!

Wave Race: Blue Storm (still listed as a working title) features the now-obligatory Replay mode, as popularised by *Gran Turismo*. A quickfire selection of funky camera angles shows off the detailed and well-animated bikers to maximum effect – hopefully you'll be able to save the best ones to a high-capacity SD memory card.



▲ Big Wave Dave returns for some heavyweight racing. He has the turning circle of the Titanic.

It's at least twice as fast as the N64 game. Give it some more throttle!

GOOD COP BAD COP

The most authentic water effects we've ever seen, plus some fast and furious four-player action to boot.

Really, it's basically just a hot-rodded update of a four-year-old N64 title. So what's new?

WHERE IT'S AT

Wave Race is set to be one of the two big launch titles in Japan, and we're expecting it with our launch too.

OUT: SEPTEMBER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** UBI SOFT | **PUBLISHER:** UBI SOFT | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XBOX, PC, GC | **CALL:** 0208 944 9000 | **PLAYERS:** 1-4

PREVIEWER

Scott Anthony

Already *Rayman M*'s multi-player mode is top fun. Until you lose, that is.

Like other extraordinary garden rabbits, Rayman flies by his ears and has no arms.

▲ These switches can be used to block your opponent's progress. Strictly speaking it's cheating – but hey, unfair's fair.

▲ There are multiple paths to take through all the courses. However, the quickest routes are always the hardest to get through, so not so lazy, you.

Rayman M

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...

Argh! **Ubi Soft's mascot** keeps rabbiting on. **Yep folks,** it's time to phone an **old friend** and **dial M** for *Rayman*.

Those crazy French, eh? When not wooing us Brits with their sultry women or proudly ruling the soccer roost, they're knocking up great videogame characters like, er, Rayman...

All right, not all of you are so keen on the giant Gallic rabbit thing, but he's undoubtedly the most love-him-or-loathe-him icon to hit our shores since Jean Paul Gaultier turned up in one of his freaky frocks.

Softography

These guys have also made...

Rogue Spear GBA	N/A
Rayman Advance	86%
Rayman 2: The Great Escape	90%
Rayman Revolution	??%

FIRST LOVE?

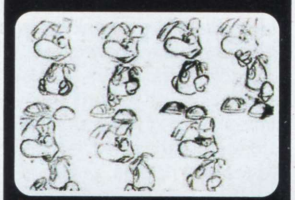
Until now, that is. Because, like a fine maturing wine, this latest *Rayman* title could see this previously divisive character finally being taken to the hearts of gamers everywhere. You see – shock of shocks – *Rayman M* is shaping up to be undeniably good. To cut to the chase, *Rayman M* is a kind of competitive platformer against the clock, where you and your mates get to do laps of some very bizarre *Crash Bandicoot*-esque levels at a whopping *Sonic*-like speed. Think Battle mode *Mario Kart* on foot, genetically spliced together with *Quake 3*. Yikes!

If the platforming-against-the-clock-sections don't take your fancy though, fret not, because there are a number of fighting arenas where you can ditch acrobatic adventuring against your mates for that old fave: mindless violence. And, when you get bored of whooping your friends, the Xbox and PC versions of *Rayman M* will let you take to cyberspace for more multi-player mayhem. Our only worry at the moment is the how the single-player mode will play, but if the clever folk at Ubi Soft can pull off a satisfying solo experience, *Rayman M* will be simply magnifique.

... This could see Rayman being taken to the hearts of all gamers...

Ray-Ban!

Spare a thought for the Japanese. They used to be *scared* of Rayman, as he's purple (associated with death and the undead over there) and he had four fingers (a traditional punishment for dishonour was to have a finger cut off). Ray-banned indeed.



▲ Believe it or not the Japanese were terrified by Ubi Soft's cuddly rabbit so he had to be redrawn.

▲ But the focus of *Rayman M* are some new and incredibly odd (if not purple) baddies. Where's the logic in that?

Quicker Than a Rayman of Light!

According to lead designer Arnaud Carrette, *Rayman M*'s all about 'getting back to the irretractable laws of gameplay purity'. Which, roughly translated, means the game will be fun. We think. To this end, everything is being made as fluid as possible. Intuitive controls, intelligent AI opponents, plenty of courses and, of course, a silky smooth framerate. Hurrah!

▲ Each course mixes into-the-screen and side-scrolling sections. Its speed and gameplay remind us of *Sonic*.

And they're off. You and four mates can get together for a four-way foot race that's both fast and fun. Thankfully, it's not another branded karting game.

GOOD COP BAD COP

Great fun with a friend, and innovative. Could this be the *Rayman* game it's okay to like? Early signs are encouraging.

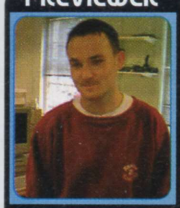
Not much depth, and the one-player game may struggle to excite. It'll have to see off Eidos' *Mad Dash Racing* on Xbox.

WHERE IT'S AT

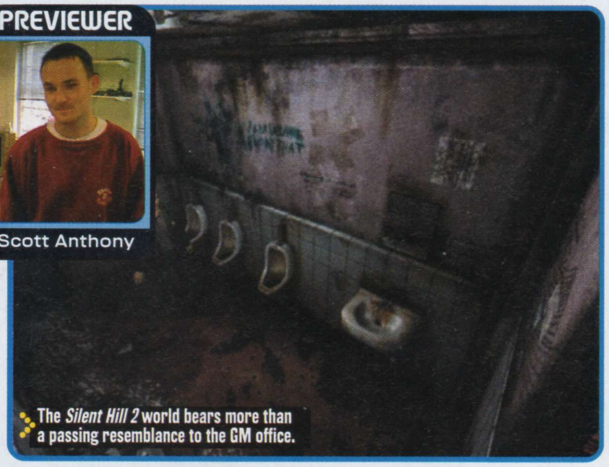
Rayman M is 80% complete and has just a month or so of debugging to go. Expect a final verdict soon.

OUT: SEPTEMBER | FORMAT: PS2 | PRICE: £40 | DEVELOPER: KONAMI | PUBLISHER: KONAMI | SPECIAL FEATURES: DUAL SHOCK 2 | OTHER FORMATS: XBOX | CALL: 0208 582 5573 | PLAYERS: 1

PREVIEWER



Scott Anthony



The *Silent Hill 2* world bears more than a passing resemblance to the GM office.

▲ Like any good horror movie, *Silent Hill 2* involves you spending a lot of time wandering around in the dark.

▲ Apparently this street is based on a real, live one from a town in California called San Bruno. Don't book your fornight's holiday there just yet, then.

Silent Hill 2

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST

Get your freak on because PlayStation's most disturbing game has returned to spook you once more.

PlayStation 2 land is chock-a-block with sequels at the moment, with *Gran Turismo 3, Soul Reaver 2, Grand Theft Auto 3* and, of course, *Metal Gear Solid 2* all heading this way. And now another PSone fave is about to join this déja vu-inducing dojo. Yep, it's the return of the world's kookiest and ookiest survival horror *Silent Hill*.

Konami are making big claims for their new nightmare too. For one thing it has a spine-tingling plot, which kicks off when hero James Sutherland gets a romantic letter from his wife. His dead wife, that is. And so begins a load of scary business featuring blood and guts galore, with doppelgangers and other assorted freaks featuring heavily. We're hiding behind the sofa already.

Softography

These guys have also made...

ISS Pro Evolution 2	96%
Metal Gear Solid	94%
Castlevania	82%
Silent Hill	92%
Rakuga Kids	72%
Drummania	65%

MORE GORE

Since we reported on *Silent Hill 2* last month it's become increasingly evident that it massively ups the gore content of the first game. Intriguingly though, what makes this sequel more pant-dirtyingly petrifying than 1999's original is the vastly improved game environment.

▲ Any minute now some beasties are going to jump out at us. But we're not scared.

▲ *Silent Hill 2* continues the vogue for heroines that resemble *Final Fantasy* stars.

The game characters have motion-captured facial expressions for that added emotion engine feeling, and there are all manner of impressively moody weather effects that work well with the sensitively chosen camera angles. However, we think the piéce de resistance of the superb in-game atmosphere is the sound. You see, many of the sound effects work on a subconscious level to scare you out of your socks. There's more clanging than an epileptic in a pipe!

... A load of scary business featuring blood and guts galore...

Run of the Hill!

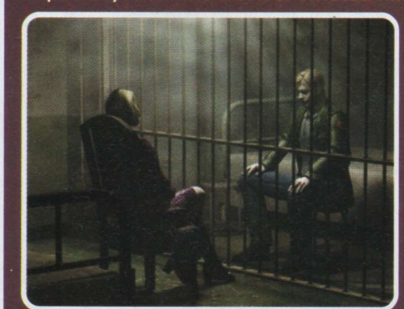
The first *Silent Hill* game hit our screens back in 1999. Konami seem to be concentrating on making 'a grown up game'. In a way this is good, as it means better, more detailed graphics, but on the other hand we hope it's not an excuse to stick with the overly complex controls of the original.

▲ Here's the first game in all its pre-rendered cutscene glory. Pretty impressive, huh?

▲ And here's the new one. Next-gen visuals ahoy!

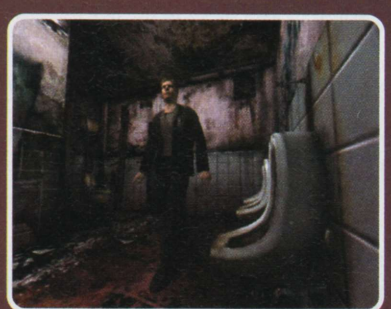
Over the Silent Hill!

Konami have set out on a mission to produce 'the most horrifying and grotesque looking game ever', and it must be said that they're doing rather well – the latest version we've seen was Vanessa Feltz-like in its horrificness. But where do all their sick ideas come from? Well, to put it politely, they've half-inched a lot of ideas from films – especially from the work of twisted film maestro David '*Blue Velvet*' Lynch.



▲ The mist, the creaky NHS bed, the vampish woman and lots of iron bars. Plenty of atmosphere, then.

▲ A small innocent child lost amid a sea of graffiti. They really are trying to pull your heartstrings, aren't they?



▲ That other horror film fave: an abandoned decrepit toilet. Just imagine the smell in there...

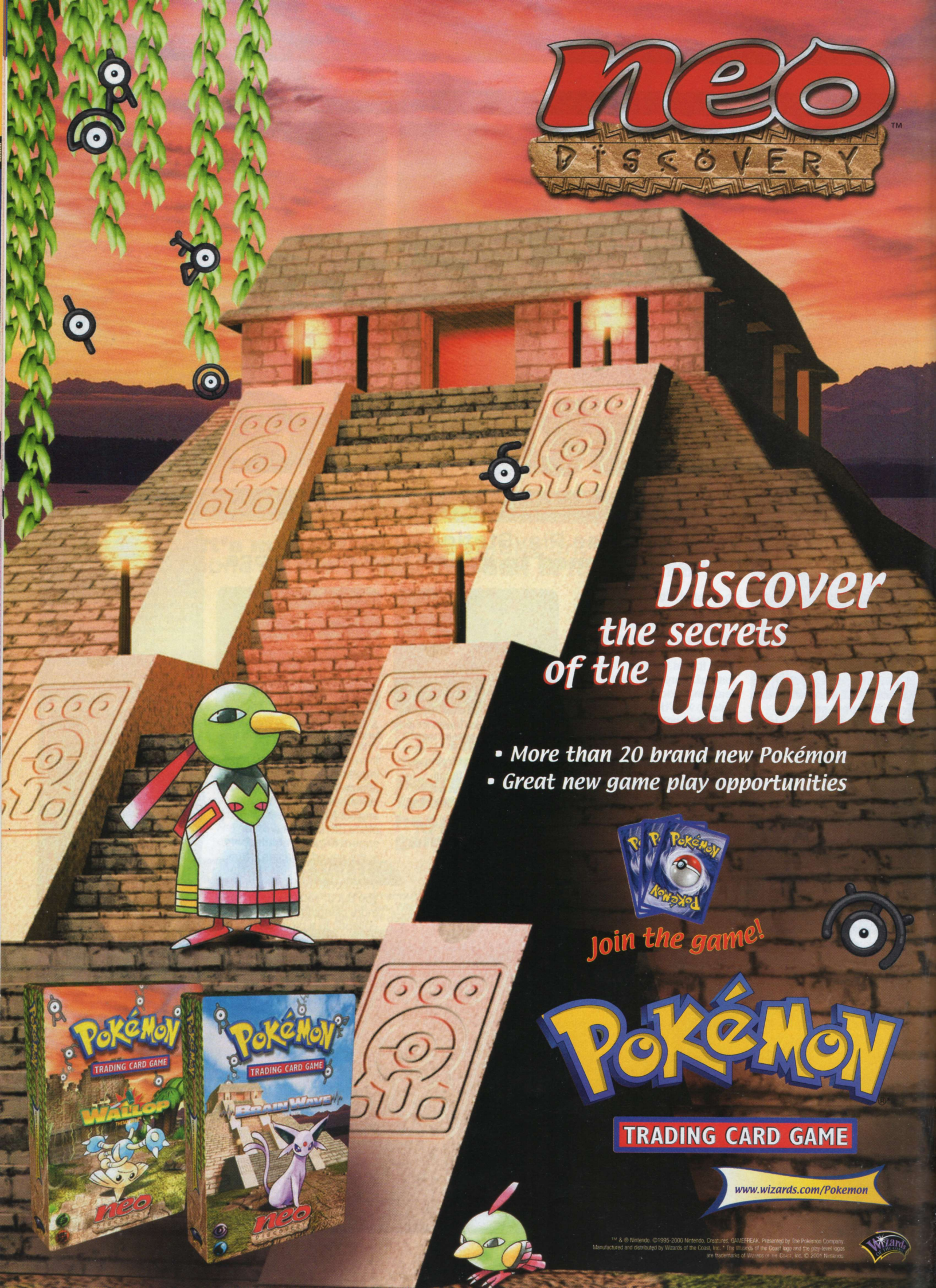
GOOD COP BAD COP

Silent Hill 2 is smoother, sexier and smarter then the original in every conceivable way.

There's lots of quality competition, with the likes of *Devil May Cry* due, so it will have to be very special to shine.

WHERE IT'S AT

Konami are set to unleash *Silent Hill 2* on the Japanese public in August, and we'll be peeping at it then.



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SUPER TRAINER SHOWDOWN

Charizard
120 HP
Pikachu
40 HP
Gnaw
10
Thunder Jolt Flip a coin. If tails, Pikachu does 10 damage to itself.
30
Beedrill
80 HP
Twineedle Flip 2 coins. This attack does 30 damage times the number of heads.
30x
Poliwhirl
60 HP
Amnesia Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.
Doubleslap Flip 2 coins. This attack does 30 damage times the number of heads.
Pokémon
Raticate
60 HP
Super Fang Does damage to the Defending Pokémon equal to half the Defending Pokémon's remaining HP (rounded up to the nearest 10).
Bite
20
?

Could **you** be the UK's top Pokémon TCG player?

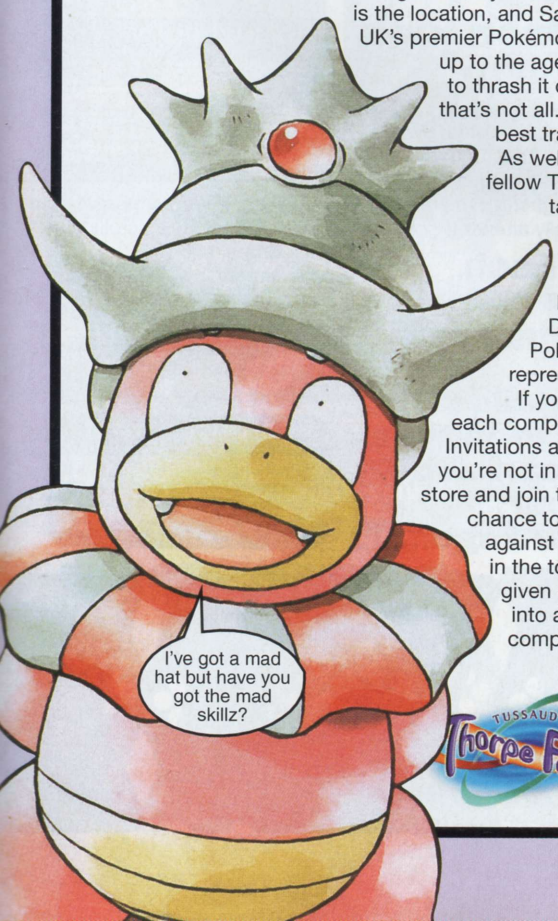
So you think you're tough then? Fancy yourself as a Trading Card sharp? The top dog? The ace in the pack? Think you know your Abra from your elbow? Then the Super Trainer Showdown offers the chance to put your money where your mouth is. It's like the big arm wrestling competition at the end of *Over the Top*... but with trading cards.

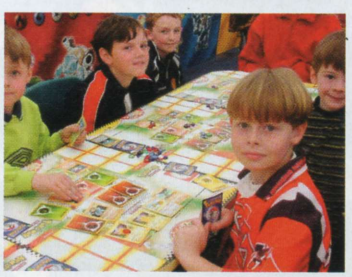
Organised by Wizards of the Coast, Thorpe Park in Surrey is the location, and Saturday 15 September is the date for the UK's premier Pokémon Trading Card Game event. Trainers up to the age of 14 from around the country will get to thrash it out to find the ultimate UK champ. But that's not all. The UK Champ will then take on the best trainers in America – actually *in* America!

As well as pitting their decks and wits against fellow TCG players, competitors will be able to learn new tricks and tactics with the help of experienced trainers who'll be on hand to share their wisdom. There'll even be a chill-out zone for a break from the frenzied duelling – vital if you need to kick back.

Whoever proves to be the most masterful Pokémon TCG battler on the day will win an all-expenses-paid trip to San Diego to compete against the best in the world in the Ultimate Pokémon Super Trainer Showdown. You could have the honour of representing your country in the World Cup of Trading Card Games.

If you fancy your chances, entry to the park for the event is free for each competing child and a parent, but you will need an invite to take part. Invitations are being sent out to league players and league stores first. But if you're not in a league, don't worry. Either get yourself over to a local league store and join the Pokémon TCG community, or call 08457 125 599 for the chance to pick up an invite. But bear in mind, you're going to be up against the best, so get practising your skills. There are only 500 places in the tournament up for grabs, so registered league players will be given priority, then the folk who phone Wizards direct will be entered into a draw to fill the remaining spots. So get ringing now for the competition of a lifetime. Good luck, and may the cards be with you.





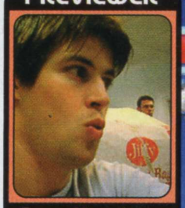
Tussauds Thorpe Park

Wizards of the Coast

Pokémon Trading Card Game

OUT: NOW (JAPAN) | **FORMAT:** ARCADE | **PRICE:** £TBC | **DEVELOPER:** NAMCO | **PUBLISHER:** NAMCO | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS2 | **CALL:** 0207 371 3333 | **PLAYERS:** 1-2

PREVIEWER



Dave Harrison

We love you Xiaoyu! She's got such tiny feet but they don't half do a lot damage. Imagine one of those in the danglies.

Tekken 4

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST

Walls, balls and **iron fists galore.** We take a **closer look** at the year's **biggest arcade game.** Prepare to fight.

***Tekken Tag* wasn't offensive. It was *Tekken*, it looked nice, it had all the characters you could ever want. But there's no denying it was bit of an anti-climax, really.**

What everyone wanted was *Tekken 4*. But with *Tag*, it was like waking up thinking it was Christmas only to find out that it's only Shrove Tuesday and there's a batter shortage. Arse.

But don't worry peeps it's not Shrove Tuesday, it's not even Easter, it's batter-splattered Christmas time. Hurrah! Yes Namco has finally pulled its collective finger out of its collective arse and has revealed its wares. *Tekken 4* is a reality.

CAST AND CREW

It's out in Japanese arcades this summer, complete with 10 default characters – three of which are completely new – and a further 10 which are unlockable. The three new characters are Craig Marduk, an Ultimate Fighter from America who killed Armor King in a bar brawl; Christine Monteiro, a student of Eddie Gordo, and, finally, a character UK gamers can be proud of – British boxer Steve Fox. But the biggest news is that the fighting system is to be radically altered thanks to a fresh look at the arenas. Instead of infinitely scrolling back drops, each environment is peppered with obstacles and barriers that you can use to your advantage, such as ramming people's head into them. Ain't that sweet?

... Each environment is peppered with obstacles and barriers that you can use to your advantage...

Steppin' Out!

As your position in the arena is vital to your success, the sidestep has much more importance here than it did when it first showed up in *Tekken 3*.

Sidesteps are easier to execute than counters and can be more deadly.

As soon as your opponent is commited he's open to a counter.

This is an excellent postion to start a 10 string combo or a multi grab.

Softography

These guys have also made...

Point Blank 2	76%
Point Blank 3	74%
Time Crisis	81%
Ghoul Panic	73%
Rescue Shot	66%
Time Crisis: Project Titan	78%

Factpack

The stuff you need to know...

Default characters	10
Unlockable characters	10
New fighters	8
New default moves	2

Caught Between a Rock and a Hard Man!

Here's a clear illustration of how to use the lovely new arena features in *Tekken 4*. If you can trap your opponent in front of one of the obstacles, he/she won't be able to back off any further. Now's the time for you to go for the big hits. If he doesn't sidestep or counter he'll be smacked right into the concrete, and that's not a good thing. Not for him, anyway.

It's all about where you attack in relation to the obstacles in the new fighting environments.

Get your opponent trapped and he'll have to attempt a risky counter to get out of the sticky situation...

He'll then hit the ground right in front of you, ready for ground assault. Nasty.

... If he can't counter, he will be hit with the full impact of your strike, and will not be able to block your moves.

Stretch Out and Learn!

The levels we've seen so far are quite varied. There are the fairly open areas like a forest environment (probably Yoshi's terrain) and an airport runway, but then there's also a very cluttered roof top. Spicy!

Paul puts his shoulder into it. And doesn't Kazuya look daft with them shades?

Though he's not much different to Forest, it's great to have Marshall back kicking ass, Bruce Lee-style.

Family Fortunes!

The opening sequence of the game captures the key moments in the Mishima family saga. First up, Kazuya shows up after being thought dead for 20 years. Cripes!

Kazuya is back. Fantastic. Does this mean that Jin won't be making an appearance, or will we get the whole Mishima clan?

Check out the new threads on Heihachi. Thinks he's a bit of a ghetto superstar does he? A pimp maybe?

First Impressions

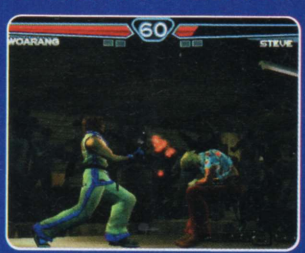
Will interactivity back it into a corner?

While the idea of interactive environments sounds exciting, it's not a new idea. *Dead Or Alive 2*, *Virtua Fighter 3* and *Powerstone* all used the arenas in some form or another, so it seems like *Tekken* is the latecomer to the party – just like it was with the tag option.

Also, it comes at a time when we learn that *Virtua Fighter* is ditching the multi-level arenas of *VF3*. Their step forward is focusing on the actual combat rather than the arenas, while *Tekken* seems to be going in the opposite direction.

Only time will tell if this addition to the system will become an important aspect of the combat or just a gimmick. There are fears that wall attacks will cheapen the fights if the opponent who gets trapped first always loses the bout. Or it might favour the more aggressive fighters who will be able to force defensive types into corners with constant attacks. The sidestep has been made easier to execute, but the bouts may lose that *Tekken* magic if they just end up being based on tactical position shuffling.

But hey, perhaps I'm just afraid of progress. I mean, I still don't think decimalisation was too clever.



GOOD COP BAD COP

It's *Tekken 4* for Pete's sake. If you're not excited by that you've no right to ever be excited again. Ever.

Interactive environments is it? Are they novel or novelty? Oval or Ovaltine? Time will tell.

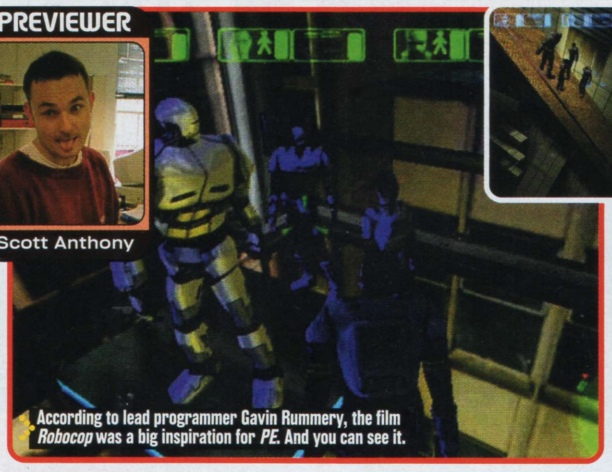
WHERE IT'S AT

It'll be out in the arcades way before they get round to developing the PS2 version.

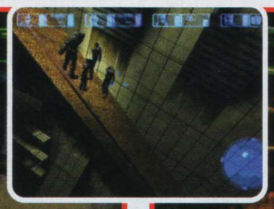
OUT: SEPTEMBER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** CORE DESIGN | **PUBLISHER:** EIDOS | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PC | **CALL:** 0208 636 3000 | **PLAYERS:** 1

PREVIEWER

Scott Anthony



According to lead programmer Gavin Rummery, the film *Robocop* was a big inspiration for *PE*. And you can see it.



The movie style shimmering of the city lights and computer read outs in Core's latest are a joy to behold.

▲ Blue neon – how cool is that? Project Eden has a smokey, back bar atmosphere.

▲ When there's trouble you must respond to it by seeing off the baddies.

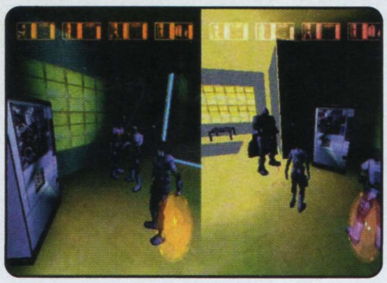
Project Eden

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...

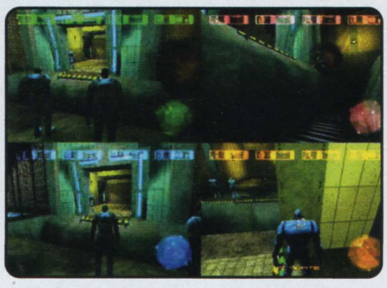
Core's new game is a **3D action adventure,** but it isn't **like *Tomb Raider*** and it **doesn't feature** Lara .

Multiple Sins in the Garden of Eden!

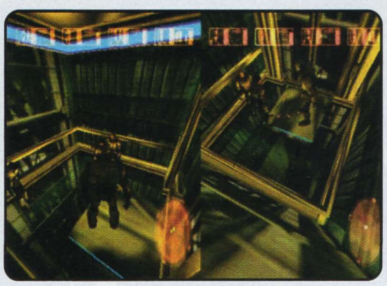
Project Eden has a dazzling array of multi-player options. But will PS2 be ready to support the online option?



▲ Here's some multi-player vending machine action. It can get vicious if you don't have the right change.



▲ *Project Eden* can support four players, but we fear the online option may be restricted to our PC owning chums.



▲ Players find themselves hidden in a dark, black world of crime, smog and green lifts. Yes, it's come to this.

Big and Bad!

Much attention has been paid to getting the characters in *Project Eden* to be as expressive and believable as possible, the idea being that your enemies can morph from their human form to become vicious animal-things seamlessly (and scarily!) right before your very eyes.

▲ Hand-to-hand fighting is detailed enough for you to almost reel when your opponents land their blows...

▲ ... While these beasts are ferocious and unpredictable enough to have you hiding behind the sofa.

In the garden of *Project Eden* things aren't looking rosie.

It's the future, and one of those post-apocalyptic thangs is going on. People live in enormous cities consisting of nothing but tall skyscrapers. The privileged, rich few live at the top of them (with access to light and clean air), while the poor live at ground level or lower.

So begins Core's latest attempt to move from the shadow of *Tomb Raider*, and provide us with a 21st century action adventure. The aim is to guide a group of four UPAs (Urban Protection Agents) through an investigation into some bizarre goings on at a Real Meat factory.

...Mixes *Tomb Raider's* action with *Rogue Spear's* strategy...

Softography

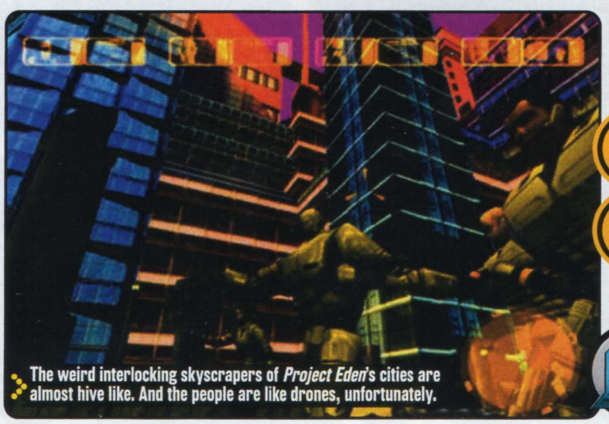
These guys have also made...

Tomb Raider Chronicles	87%
Tomb Raider: The Last Revelation	87%
Tomb Raider 3	93%
Tomb Raider 2	92%
Tomb Raider	95%
Fighting Force	63%

WORK TOGETHER

Core are mixing the action of *Tomb Raider* with the strategy of *Rogue Spear*. It's an intriguing mix (it had the granddads in the office mumbling on about old classics like *Hired Guns* and *Shadowlands*) and promises to bring co-operative play to the fore in a way not seen since the hallowed days of *Bubble Bobble*. Of course, co-operative gameplay doesn't mean that it has to be all hugs and kisses. Indeed, in *Project Eden*'s case co-operative play is more a case of thumps and explosives. And you'll need all the hi-tech weaponry that's on offer – unless you want to be devoured by one of the weird human/animal/savage things that populate the game's dark netherworld, that is.

However, if puzzle solving-cum-adventuring ain't really your thing fear not, 'cos Core are also working on an internet multi-player version that will concentrate on straight-down-the-middle deathmatch action. So there you have it, *Project Eden* seems to be a tempting proposition all round.



The weird interlocking skyscrapers of *Project Eden*'s cities are almost hive like. And the people are like drones, unfortunately.

GOOD COP BAD COP

An interesting twist on the action game genre. *PE* should have brawn and brain – we don't see much of that nowadays.

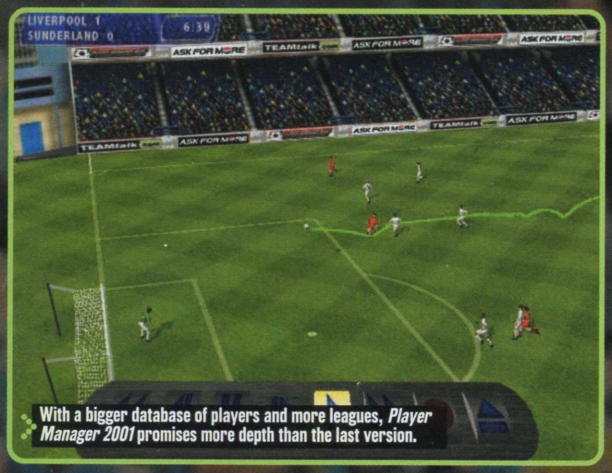
Ambitious games can sometimes become over ambitious... and end up missing the mark entirely.

WHERE IT'S AT

Core Design are just starting to wrap this up, so expect more news soon. We can't wait to get stuck into this.

PLAYER MANAGER 2001

OUT: NOW | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** 3DO | **PUBLISHER:** 3DO | **SPECIAL FEATURES:** DUAL SHOCK 2 | **OTHER FORMATS:** PC | **CALL:** 0207 761 9300 | **PLAYERS:** 1



With a bigger database of players and more leagues, *Player Manager 2001* promises more depth than the last version.

Use the new tactics designer function to plot your means of on-field attack.

Stattos rejoice. There are tons of international players to choose from.

The graphics are a bit dodgy. *PM2001* could end up as a runner up again.

Alex Ferguson's Player Manager 2001

Arsene Wenger would like this game. It's the **only chance** he'll have of **beating Man Utd** to the title.

PREVIEWER: Tom East

Alex can't have been pleased that *Player Manager* was beaten by *LMA Manager 2001*. But now he's endorsing a souped-up *Player Manager* on PS2 and PC, which aims to be more in-depth.

This time you can pick any team from the English, German, Scottish, French, Italian, Swedish, Spanish, Portuguese and Swedish leagues. Then try and get your head round the tactics designer, as you decide where you want your players to run, who they should pass to, and who they should mark. Next, sign top players.

Unlike Fergie's number seven, *Player Manager* isn't much of a looker, and it seems he could have another battle on his hands when *LMA* comes out on PS2 in November.

GOOD COP BAD COP

There are 12,000 players in the database. That's 8000 more than the PSone game. Stattos will go mad for it.

Although there are more players, it doesn't look much better than the PSone version.

WHERE IT'S AT

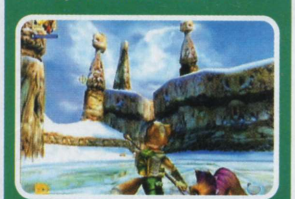
The release of *Alex Feguson's Player Manager* coincides with the start of the footie season. Review next issue.

OUT: SPRING 2002 | **FORMAT:** GC | **PRICE:** £40 | **DEVELOPER:** RARE | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** DIGICARD | **OTHER FORMATS:** NONE | **CALL:** 01703 652 222 | **PLAYERS:** 1

It's Tricky!

Prince Tricky is Fox's dinosaur sidekick. Command him with the C-stick to distract enemies, dig for gold or play catch.

Quite cute, in a Barney sort of way. Let's hope he talks like Kazooie...


Chuck a ball and try to make Tricky chase it over the edge of a cliff. Ho ho.

It's... Aargh! It's Slippy, the most evil toad in the history of videogames.

PREVIEWER: Martin Kitts

Starfox Adventures: Dinosaur Planet

Foxy is back. Release the **hounds!**

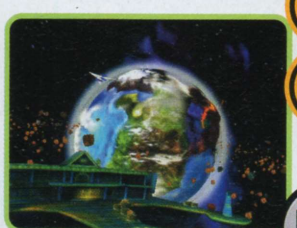
Gentleman space adventurer Fox McCloud travels way beyond the reach of the evil Andross and straight into the clutches of General Scales in this promising *Zelda*-style action RPG.

Scales is the tyrannical ruler of Dinosaur Planet, a reptilian world where Fox and co find themselves battling to free the local lizards. With multiple playable characters, shape-shifting abilities and a vast area to explore, this is a Rare epic on a *Banjo-Tooie* scale.

The game's universe is designed as one continuous level, so you could walk all the way around the planet if you get the urge. The E3 demo version had quite a few loading pauses during levels as the next section streamed off the disc – annoying, but we expect the finished game to run more smoothly.

With easy controls and spectacular graphics to ogle at (particularly the new, meaner-looking Starfox team), *Dinosaur Planet* could be one of the most appealing of the GameCube launch titles. We'll keep you posted as we hear more.

Massive environments and an all-new, slightly vicious-looking Fox McCloud.


Something very bad is happening to this unfortunate planet. Never mind.

GOOD COP BAD COP

It looks lovely, and it's good to see the Starfox team in a game that's not a shoot-'em-up.

It's really just a *Zelda* clone. Something a little bit more original would have been nice from Rare.

WHERE IT'S AT

Most of the game was already written for the N64, so it shouldn't slip any further.

OUT: SEPTEMBER | FORMAT: PS2 | PRICE: £40 | DEVELOPER: ACCLAIM | PUBLISHER: ACCLAIM | SPECIAL FEATURES: DUAL SHOCK 2 | OTHER FORMATS: GBA, GC, XBOX | CALL: 0207 344 5000 | PLAYERS: 1

PREVIEWER

Tom East

Dave Mirra will be release ahead of *Matt Hoffman*, but will it be able to match its superb handling?

▲ Nice pullie. If anything the graphics here look a lot crisper than shots of the PS2 version of *Mat Hoffman* we've seen.

▲ Mirra's sim has a lot of catching up to do as it doesn't have the association with *Tony Hawk's* that *Mat Hoffman* does.

Dave Mirra's Freestyle BMX 2

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST

Watch out Hoffman. Dave Mirra **has bagsied** the first BMX for PS2 and he's got **stacks of tricks** up his sleeve.

Dave Mirra has done it. No, he isn't World Champion for the 11th time. He has won the race to be the first professional BMXer on PS2.

The last time we saw Mirra in action he was being given a PSone remix or, in other words, starring in the budget version of the first game. If you're looking for a proper sequel, *Dave Mirra Freestyle BMX 2* is where it's at, with all-new courses, tricks and plenty of pro riders.

Softography

These guys have also made...

Crazy Taxi (PS2)	81%
Fur Fighters: Viggo's Revenge	80%
Dave Mirra Freestyle Remix	70%
Super Bust-A-Move	80%
Dead or Alive 2 Hardcore	84%

TONS OF STUNTS

You only have to check out the tricks to see that this is going to be better than its predecessor. There are a staggering 1500 stunts to pull off anywhere on the eight huge courses. Jump and grind on a high speed train in the Trainyard, ride through the water on the Galleon Water Park or bounce on moving cars in the Commercial District. And if the huge levels aren't enough, you can create your own dream BMX park.

... There are 1500 stunts to pull off anywhere on the eight huge courses...

But you should also try and beat Mirra at his own game in Championship mode. Start by creating your own rider and choosing sponsors, then complete the challenges and beat Mirra to be champ.

Dave Mirra Freestyle BMX 2 is PS2's first BMXer, but that's no guarantee of quality. However, having more tricks than any other boarding or BMX game is a result.

Bonnet Bounce!

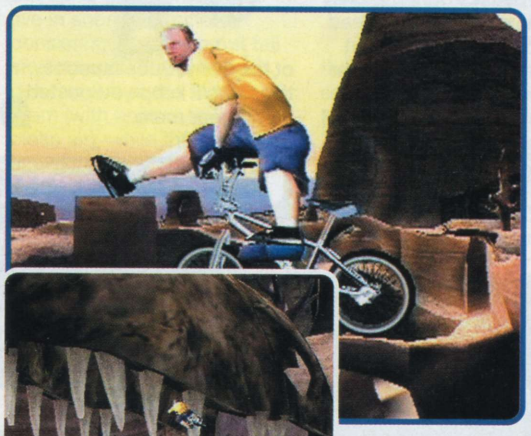
This dangerous trick's a good-'un if you get it right. If you don't, it won't be your wheel that hits the bonnet; it'll be your nose. Or it would be if it were for real. Which it isn't.

▲ The next-gen console can't help invent new tricks but it can create far more interesting stunt areas.

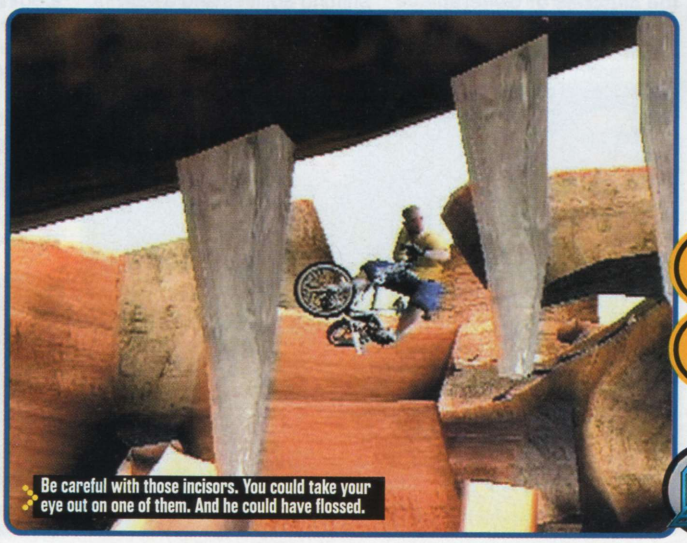
▲ Haven't a clue how he's going to land this one. My guess is that it will involve the windscreen of that car.

Man, These Tricks are Jurassic!

This is our favourite course. Rather than the tired old cityscapes or your bog standard stunt parks, this area rocks. Literally! It seems to be set in the Grand Canyon but is littered with piles of old bones to grind and thrash your way across. The best obstacle is a huge dinosaur's mouth. But don't worry, it won't be after you. This isn't *Jurassic Park*.



▲ These environments are huge. They are comparable to the free ride bits in the *ATV Offroad Fury*.



Be careful with those incisors. You could take your eye out on one of them. And he could have flossed.

GOOD COP BAD COP

Not even *Tony Hawk's* can boast more than 1500 tricks. This is going to have one huge move list.

The test will come next month when we get our first play of *Mat Hoffman* on PS2. *Mirra* still doesn't look as good as *Mat*.

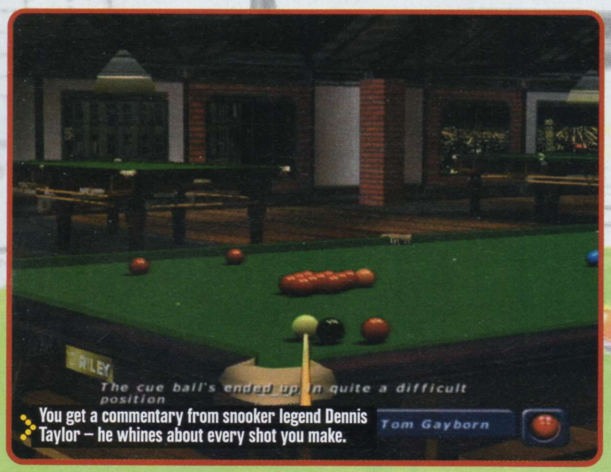
WHERE IT'S AT

This will be out in September, so look out for the GamesMaster verdict in our next issue.

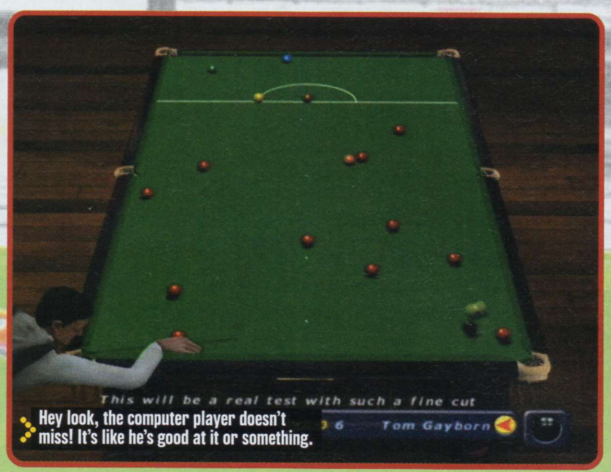
WORLD CHAMP SNOOKER

PS2 PlayStation.2

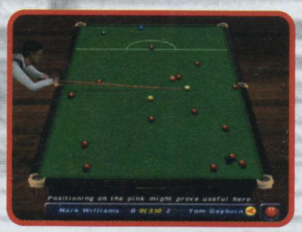
OUT: SEPTEMBER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** BLADE INTERACTIVE | **PUBLISHER:** CODEMASTERS | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PC | **CALL:** 01926 814 132 | **PLAYERS:** 1-2



You get a commentary from snooker legend Dennis Taylor – he whines about every shot you make.



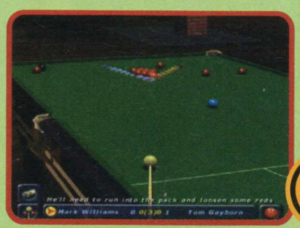
Hey look, the computer player doesn't miss! It's like he's good at it or something.

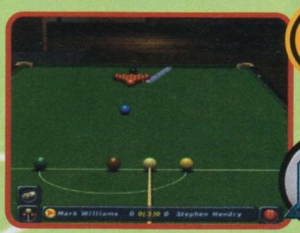

You can view the table from a multitude of angles but the telly version is best.

Aha. Stop that well dressed guy in the white gloves from the nicking the balls!

World Championship Snooker

Need a rest? Ask the referee nicely and he might give you one. A rest, that is.





Codemasters continue their very successful tactic of using less high profile sports to produce lucrative series'.

World Championship Snooker appeared on PSone and did well enough to earn itself a next-gen sequel. Just about every snooker game has got convincing pot-black physics, but where *WC Snooker* excels is in creating the glamour and sex appeal of top-flight snooker.

All the top snooker players, including Stephen Hendry and Ronnie 'The Rocket' O'Sullivan, have lent their names and likenesses to the project, and the game even offers you the chance to play at The Crucible – 'cos that really effects the table. Well not really, but the game tries to recreate the tension of top flight snooker, even making the AI players miss high pressure shots, just like us useless humans.

Compared to Take 2's *Pool Master*, *World Championship Snooker* has significantly more detail and substance, but we'll have to wait to see if the final version is as much fun. Look out for our review soon.

PREVIEWER: Dave Harrison

GOOD COP BAD COP

Continuation of the top selling *WC Snooker* series. The balls are very round, the baize is oh-so green.

Unless you can skip the AI player's time at the table, this will be a very dull game to play.

WHERE IT'S AT

It's not in a happy place. We expect improvements before the back-to-school-time launch.

FINAL FANTASY

THE MUSIC

Available now, the superbly powerful orchestral score from Elliot Goldenthal, the composer of the music for **Heat**, **Batman Forever** and **Titus**.

The album also includes *"The Dream Within"* by Lara Fabian and *"Spirit Dream Inside"* performed by L'Arc-En-Ciel.

www.sonyclassical.co.uk
www.finalfantasysoundtrack.com

SONY CLASSICAL

Sony Classical, 10 Great Marlborough Street, London, W1F 7LP

OUT: SEPTEMBER FORMAT: GBA PRICE: £35 DEVELOPER: INTELLIGENT SYSTEMS PUBLISHER: NINTENDO SPECIAL FEATURES: LINK PLAY OTHER FORMATS: NONE CALL: 01703 653 377 PLAYERS: 1-4

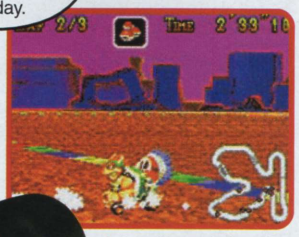
PREVIEWER

Rick Moulton

All of the classic *Kart* weapons make a comeback, like the evil red shells.

▲ All the original *Mario Kart* characters are returning, and play the same as before.

Mario's plumbing service is ready 24 hours a day.



▲ As well as revisiting old levels, *Super Circuit* also features new tracks like this one that's based on a native American theme.

Mario Kart: Super Circuit

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST

Gentlemen, **start your engines.** Mazzer's **GBA racer** drives to the **starting line.**

Super Circuit, the new title for the GBA version of the classic kart racer, is almost here.

If your life isn't Advanced yet, in September this release will be the reason for you to buy one. Just check out these stats for starters: more than 40 tracks (some new, some based on golden oldies), eight racers to choose from, four-player link-up (using one or multiple cartridges), and battery back-up (yay, no annoying passwords).

Softography

These guys have also made...

Paper Mario	90%
Game Boy Wars	N/A
Card Hero	N/A
Napoleon	N/A
Pokémon Puzzle Challenge	88%

What's more, *MK Super Circuit* borrows the bulk of its gameplay from the (arguably) superior SNES version but refines it with gameplay tweaks and graphical flourishes from the N64 game, like the use of power-up cubes instead of flat squares.

LET'S DO BATTLE

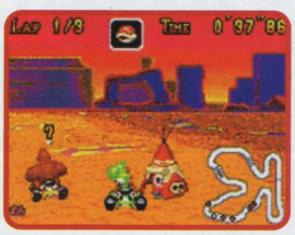
A playable version at E3 showed the almost complete game to be very fast and fluid, especially in Battle mode, which makes a triumphant return.

MK veterans will relish the recreation of this multi-player, where you have to bash into your opponents to destroy balloons tied to their car. He who survives, wins. Great.

▲ Grab enough Gold medals for first place and who knows what secrets you'll unlock?

Also making a comeback are the SNES version's coins which, when collected, improve handling and speed.

... A playable version at E3 showed the game was fast and fluid...



▲ Wigwam-bam! Yoshi comes a cropperat the hands of a, erm, tent. Stupid dino.

But a nudge from someone will see you spilling them all over the track, so be careful.

Lastly, the game uses downloadable link play, with just one cartridge allowing multi-player madness on a single track, like *F-Zero*. But if you want the full head-to-head action, each player will have to get their own cart.

Get flexing those fingers. Not long to wait...

Link Play!

Mario Kart is a great one-player challenge, but with three mates it's one of the best multi-players you can get. *Super Circuit* allows you to link four GBAs, either with one cart (with the choice of one track only), or four carts to go fully head-to-head.

▲ Get three GBA-owning friends, three link cables and just one *Super Circuit* cart to download the game in seconds.

▲ Who will take the top of the winner's podium? Only the strongest survive.

In With the Old, Out With the New!

Mario Kart fans are going to have a field-day with *Mario Kart: Super Circuit* because it brings together all of the best bits from both the SNES and N64 versions. The controls and general feel of the game are reminiscent of the 16-bit gem from 1992, while the graphics and speed are lifted straight out of the lovely-looking 64-bit update. We can't wait to team up with some mates to get stuck into this. "I'm Wario, I'm-a gonna win."

▲ The coins from the SNES game return, giving you extra speed and manoeuvrability. Try to keep them.

▲ The terrific Battle mode returns, with N64-style balloons to burst instead of the SNES's coloured balls.

▲ All eight original racers return, and the supporting cast of characters, like the helpful Lakitu – bless 'im.

GOOD COP BAD COP

Combines the best bits of the SNES and N64 *Mario Karts* – two of gaming's greats – in one portable package.

It's not an entirely new game; more of a revamp of an old one. And let's hope it won't hurt our hands like *F-Zero* did.

WHERE IT'S AT

The American version of the game hits the shops this month, so an UK release shouldn't be too far behind.

OUT: NOVEMBER FORMAT: PS2 PRICE: £40 DEVELOPER: SAVAGE PUBLISHER: VIVENDI/UNIVERSAL SPECIAL FEATURES: DUAL SHOCK 2 OTHER FORMATS: NONE CALL: 0118 920 9100 PLAYERS: 1

Like in the first movie, you've got to outwit the T-Rex and kill him dead.

Don't move too suddenly or you'll attract the attention of the critter outside.

There's lots of running away from the pesky little nippers to be done.

"Nice dinosaur. Stay behind the fence." Well, a bit of charm *might* work.

Jurassic Park: Survival

Guess what. The dinosaurs **are coming** and you're for **breakfast, lunch** and dinner.

This isn't just another game based on a film. It's a game based on three films.

Survival is like *Jurassic Park*'s *Greatest Hits* as it takes bits from all three films and throws them into a big *Tomb Raider*-style adventure.

You'll recognise the ATV chase scene from the first film, and you'll hear the trees rustle as the T-Rex makes his way towards his first feast of the day. If you don't shift he won't hear you, but you'll have to make your move at some stage, so hop into your ATV and put pedal to metal. Oh, and turn the light off.

But you won't be on the run forever. Armed with pistols, grenades and flamethrowers you have to remove all the dinos from the island. There are eight types, including Triceratops, T-Rex, and a Spinosaurus.

Jurassic Park games have always been dump, but this has got to be better than the last effort, the shocking scrapathon *Warpath*. We'll see when it's released over here in November.

GOOD COP : BAD COP

Survival looks far better than previous abysmal *Jurassic Park* efforts, such as *The Lost World* and *Warpath*.

Considering they're the biggest creatures to have walked the earth, the dinosaurs don't look very scary.

WHERE IT'S AT

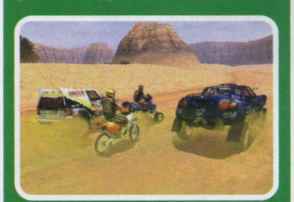
The new film is out this month, but this is only 50% complete. You won't be shooting down dinos till November.

PREVIEWER: Tom East

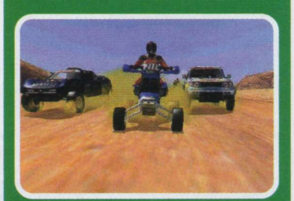
OUT: SEPTEMBER FORMAT: PS2 PRICE: £40 DEVELOPER: BROADSWORD PUBLISHER: ACCLAIM SPECIAL FEATURES: DUAL SHOCK OTHER FORMATS: PC CALL: 0207 344 5000 PLAYERS: 1-2

Car Wars!

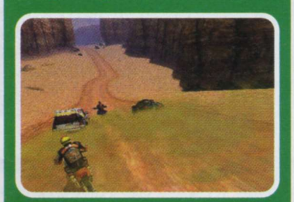
The Paris-Dakar is unique in that it's open to any vehicle, from bikes to big 4x4 off-roaders. Choose your weapon.



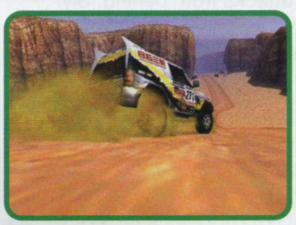
Offroaders are better at handling rough terrain than bikes and quads.

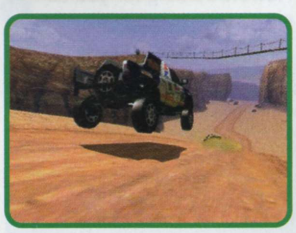


Flat out, bikes have the advantage of being a lot lighter and faster.



But imagine the pain after sitting on your saddle for hours on end.





Paris-Dakar Rally

Fancy playing a game for **20 days** with **no food or water** to keep your strength up?

If you think *Gran Turismo 3*'s endurance races are a pain, get a load of this.

The Paris-Dakar comprises of 400 drivers in a 20-day race over 6,500 miles, using a mixture of buggies, 4x4s, motorbikes and quads.

Such extreme action is soon going to be recreated on a PS2 and PC near you, albeit in a safe (and save-able) digital form.

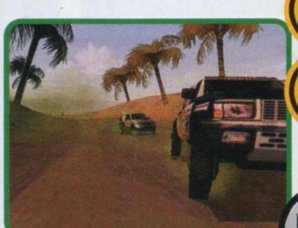
Choose your vehicle carefully (because each will require a different route), pack your rations and head out across the desert, jungle or mountains – navigating around with your satellite tracking system.

Obstacles like tumbleweed could crack your windscreen (we're talking big tumbleweeds) – making you vulnerable to sandstorms – and rocks will knacker your suspension or axles.

It's all a matter of making it to the next waypoint to repair your vehicle and top up your flagging stamina with food and water.

We're not sure how it'll appeal to your average console speed freak, but racers with a lot of time (and a packed lunchbox) should go mental.

That ghostly-looking face in the corner is you. Time for a lie down, methinks.



We're sure you'll agree that this game is a looker. But let's see how it plays.

GOOD COP : BAD COP

Recreates one of the world's most intense races. Simulates not just cars but bikes and quads, too. Realistic.

PC owners might lap it up but it may be too much for PS2 racers to tear themselves from GT3's goodness.

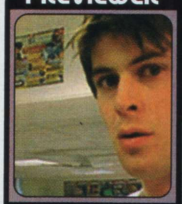
WHERE IT'S AT

The real race won't start till January but the game is almost ready for release on PS2 and PC. Review soon.

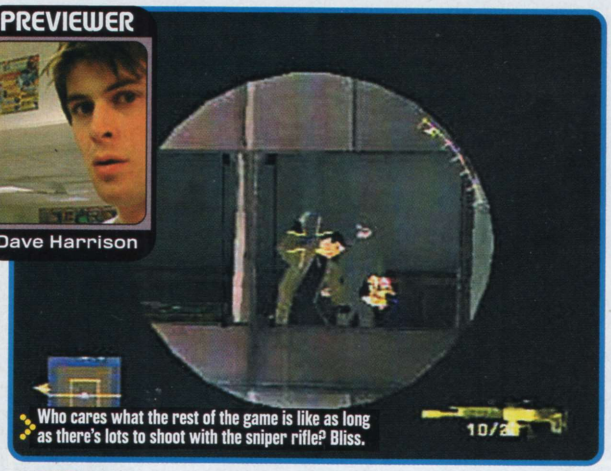
PREVIEWER: Rick Moulton

OUT: NOVEMBER | **FORMAT:** PS | **PRICE:** £40 | **DEVELOPER:** SCEA | **PUBLISHER:** SONY | **SPECIAL FEATURES:** DUAL SHOCK | **OTHER FORMATS:** NONE | **CALL:** 0207 533 1400 | **PLAYERS:** 1-2

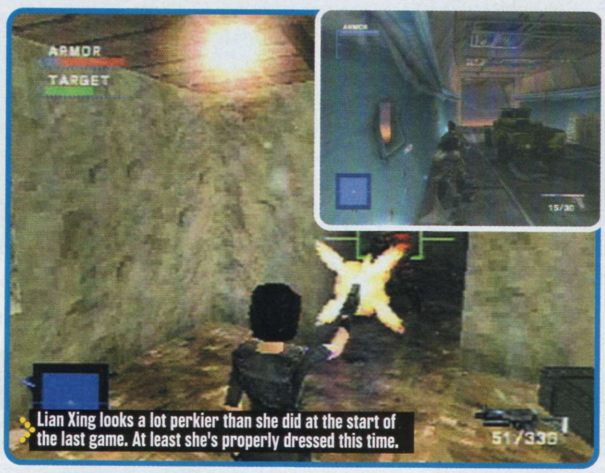
PREVIEWER



Dave Harrison



Who cares what the rest of the game is like as long as there's lots to shoot with the sniper rifle? Bliss.



Lian Xing looks a lot perkier than she did at the start of the last game. At least she's properly dressed this time.

▲ One of the minigames, Assassination, involves lots of creeping about and making sneaky shots when no one's looking.

▲ The quality of animation of the lead characters has improved, but the basic 'run and shoot' controls will remain the same. If it ain't broke, don't fix it.

Syphon Filter 3

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...NE

For the second time, **Gabe Logan returns.** He's still **keeping it real,** he's still **keeping it PlayStation.**

***Syphon Filter* is a strange game. It looks dated and scruffy, it's got a well cheesy plot, and it's incredibly infuriating to play, but it's also one of the most endearing and popular PlayStation titles ever.**

All the good points, such as variety of gameplay and spectacular set-pieces, outweigh the bad – glitching, the daft AI, the naff graphics. So it's with great pleasure we let you know that *Syphon Filter 3* will be with us this winter. It's still on PSone, and both Gabe Logan and Lian Xing return.

Softography

These guys have also made...

Legend of Dragoon	82%
This is Football	62%
Medieval	63%
C-12 Final Resistance	69%
Formula 1 '97	90%
Rollcage	81%

WITNESS STAND

Following *SF2*, Gabe and Lian are brought in front of the US Senate to testify against their former employee The Agency, who, it turned out, were responsible for the production of the deadly Syphon virus.

But this ain't no courtroom drama, as they also have the responsibility of hunting down existing Agency members who are still manufacturing the virus, and finding the guy behind it all: the mysterious Man in Shadow (brrrr).

As for gameplay, it's the same mix of stealth and action that's divided between quiffed Gabe Logan and feisty Lian Xing. There's been a bit of tweaking to the animation, but the main improvement is the enemy AI. They now have much better peripheral vision, which helps them spot dead comrades and Gabe when he's creeping about. And they'll now carry knives to enable them to make sneak attacks from behind. Sly!

...The sort of game that makes PS2's backwards compatibility worthwhile...

This is the sort of game that makes the backwards compatibility of PS2 worthwhile. PS2 owners will be able to pick this up cheaply and have as much fun as they would with any of their fancy *Exterminations*. Review coming for you as soon as we can get it.

Diversions!

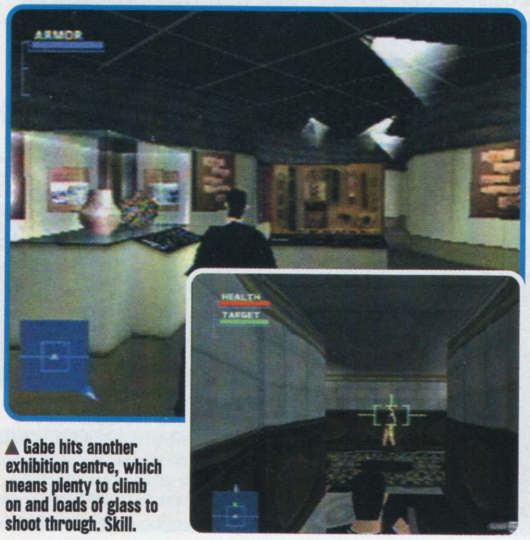
The two-player deathmatch option returns, but there are also various one-player challenges now included that you can play separately to the main adventure. These mini-missions involve such things as escaping, assassination and general army-style gumpf. Loads to do, then.

▲ The Evasion and Escape missions rely heavily on the stealthy aspect of play. Softly, softly, catchy monkey.

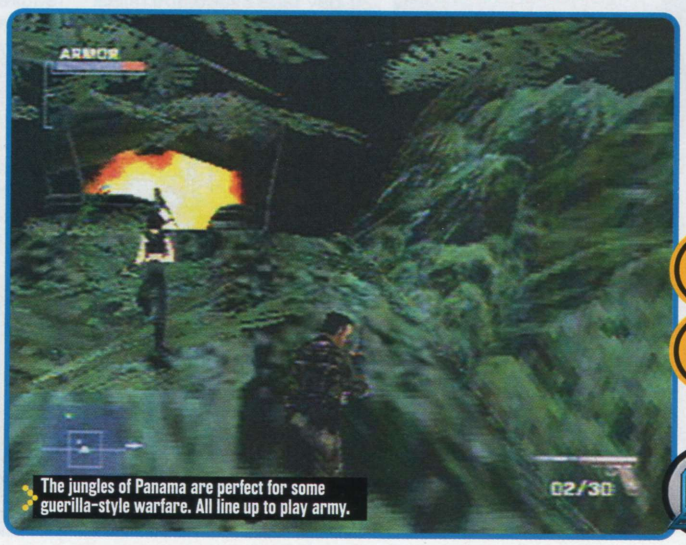
▲ If you fancy just a quick blast with some very large guns, these mini missions are just the ticket.

Tokyo, Panama, Costa Rica: Everybody Talk About Pop Music!

Just as in the first two games, Gabe doesn't like to be tied to one place when he fights evil. He's like the Littlest Hobo of anti-terrorists, relocating when his job is done. This time his adventure takes him from the quaint villages of Italy to the Afghanistan wilderness to the jungles of Panama. He even shows his face in the US Senate Chamber. What a tourist!



▲ Gabe hits another exhibition centre, which means plenty to climb on and loads of glass to shoot through. Skill.



The jungles of Panama are perfect for some guerilla-style warfare. All line up to play army.

GOOD COP BAD COP

It's *Syphon Filter*. For all its scruffiness, it's still one of the most engaging games you'll find on PlayStation.

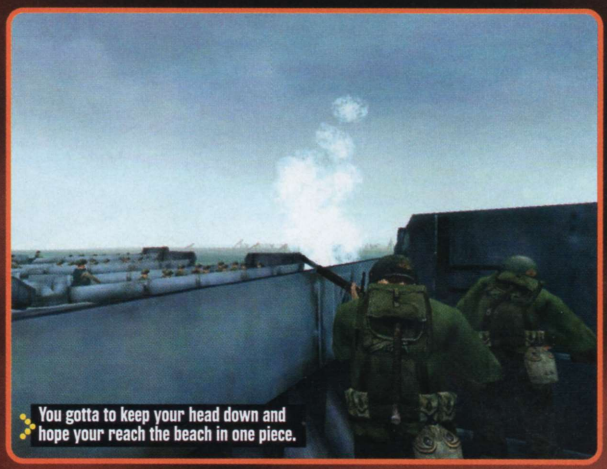
An update of consoles to PS2 wouldn't go amiss if they really want to take the series forward.

WHERE IT'S AT

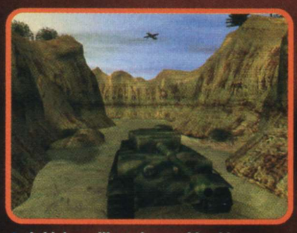
It's usually been a summerish release but this time it's been pencilled in for a winter release. How odd.

OUT: NOVEMBER | **FORMAT:** PC | **PRICE:** £30 | **DEVELOPER:** 2015 INC | **PUBLISHER:** EA | **SPECIAL FEATURES:** ONLINE | **OTHER FORMATS:** XBOX | **CALL:** 01932 450 000 | **PLAYERS:** TBC

It's just like the opening scene from Speilberg's classic. Lets hope it's not as harrowing.



You gotta to keep your head down and hope your reach the beach in one piece.



I think you'll need something bigger than a machine gun for this tank.

MOH always had great atmosphere; now it has the graphics to match it.

Medal of Honor: Allied Assault

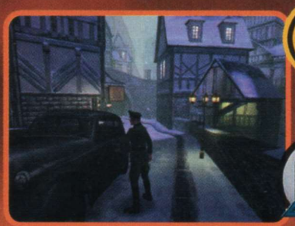
6 June 1944. Not a good time to be a soldier.

PREVIEWER: Tom East

Imagine being in the opening scene of *Saving Private Ryan*, sitting in a boat watching your comrades being torn apart on the shore. It's you next.

This November, *Allied Assault* is aiming to be just as realistic as Spielberg's war epic. As soon as your boat lands you prepare to take to the beaches. Soldiers in the middle of a shrapnel storm are thrown into the air, others try to hide, but you've got to fight on. All this before you even reach the sand.

This is the mission everyone's talking about it. Before D-Day you'll have shot down Nazis in Norway and north Africa. Then, once the beach is cleared, you head to the Rhine and burst into Germany. Could be the PC hit of the year.



GOOD COP BAD COP

Looks every bit as realistic as *Saving Private Ryan*. It will be an horrific but compelling action-packed shooter.

If you're after laughs don't wait for *Allied Assault*. This, unlike *Soldier of Fortune*, is serious shooting action.

WHERE IT'S AT

The beach levels are fantastic, and we'll keep you updated with details of the other missions.

OUT: NOVEMBER | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** MIDWAY | **PUBLISHER:** MIDWAY | **SPECIAL FEATURES:** DUAL SHOCK 2 | **OTHER FORMATS:** NONE | **CALL:** 0207 938 488 | **PLAYERS:** 1-2

Spy Hunter

Forget Bond's BMW. Here's the most hi-tech vehicle you'll ever drive.

PREVIEWER: Tom East

The '80s revival continues, and we're not talking mullets, pinstripe suits, or Erasure covers – this is far better.

Spy Hunter, the classic '83 driving game, is on its way to PS2, and it's looking fine. It looked good back then but seems well dated now, so has been given a 3D makeover while staying true to the gameplay of the arcade original as you jump in a motor and tear through the streets taking on the evil NOSTRA Organisation.

Like James Bond in *Goldfinger*, your G6155 Interceptor vehicle is armed with machine guns, missiles and an oil slick-lever. There's no ejector seat, but that doesn't matter 'cos if you wreck your car it will change into a motorbike till the repair van arrives. Hit a lake and your car turns into a boat!

We've only played four missions, but *Spy Hunter* looks like everything *007 Racing* should have been: an action-packed arcade racer with top weapons.

Get In Training!

This training mission is harder than *Driver*'s. Shooting down all the targets while avoiding civilian motors is rock.

This is one nifty car, complete with chain gun and rockets. Road rage!

But if you land in the water it automatically becomes a power boat.

On some of the levels it all goes a bit Barry Sheen-style on two wheels.

It's not just the other boats that you've got to avoid; better watch out for those floating mines.

This is pure arcade action. It's no *Gran Turismo* but it is loads of fun.

GOOD COP BAD COP

Your car's like a mix of Bond's best. It's got great weapons and can transform into a boat. You can't ask for more.

Spy Hunter has been souped-up but it still doesn't look as good as many other PS2 racers.

WHERE IT'S AT

Only four levels are complete so there's a lot to be done if *Spy Hunter* will be ready for an autumn release.

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We'd like to acknowledge that the graphics in GT3 are nowhere near the standard of this photograph. They're far better.
PlayStation2/GT3 racing pack now available. www.uk.scee.com/gt3
GRAN TURISMO 3
THE REAL DRIVING SIMULATOR
A-spec
150 cars, all with faithful styling, handling, and sound effects!
The most realistic racing game ever! Unbelievable graphics!
No exaggeration.
PlayStation 2
THE THIRD PLACE

GET PAID TO PLAY GAME$!

10 COOL JOBS IN THE GAMES BIZ AND HOW TO GET THEM...

WORDS: KEITH STUART

VIDEOGAME EXPERT REQUIRED

Do you fritter away all your free time playing games? Would you like to actually get paid for driving Ferraris, firing machine guns and exploring zombie-filled mansions? If so a career is waiting for you in the exciting world of videogame development!

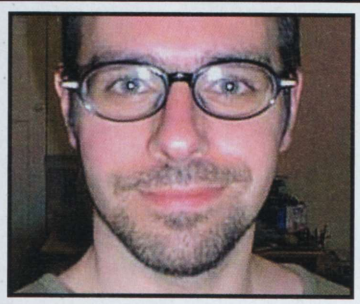
REQUIREMENTS:
- Ability to finish the *Metal Gear Solid 2* demo in under five minutes
- Clean *Gran Turismo* driving licence
- Working knowledge of martial arts, especially super special moves and multiple chained combos

BENEFITS PACKAGE:
- 24 hour access to all the latest games
- Endless pizza eating positively encouraged
- Lots of like-minded workmates to blow apart in network gaming sessions

This is an excellent opportunity for a self-motivated individual to play games until their eyes melt. Apply now.

"I CREATE SPACE ALIENS FOR A LIVING!"

WAYNE IMLACH
GAME DESIGNER
MUCKY FOOT



Wayne designed the classic Bullfrog game *Theme Hospital* before moving to Psygnosis to work on *Wipeout 3*. He's just finished the ace space god sim *Startopia* which scored a righteous 90% in GM109.

A NORMAL DAY

Assuming the weather is fine, I'll generally cycle into work each morning. After a quick check of my mail, it's then on to whatever the day's tasks are. I normally keep a little post-it note stuck to my monitor to remind me of what I'm working on, as I like to change between tasks during the day. So I might do some mission scripting in the morning, eat lunch and play games for an hour, adjust game balance variables in the early afternoon, and perhaps update the design docs toward the end of the day. Then home, sweet home.

WORK THAT YOU'RE MOST PROUD OF?

When it comes to *Startopia*, there are so many nice features that I don't know where to begin. I think the control system came out nicely, even though there where some concerns with it being non-standard. I was also very proud of the Biodeck, and it had a lot of variety in landscape from a very simple interface. I particularly enjoyed the few weeks I spent developing the peep interaction system, and detailing the ways in which the character's moods and desires fluctuated during the game over time.

BEST THING ABOUT YOUR JOB?

The environment, the people I work with and the (mostly) relaxed creative nature of the job. From a young age I've always been interested in game design, starting with simple board and card games as well as tabletop wargaming and RPGs. This is really just an extension of my hobby – with the bonus of being paid at the end of the month. I just love it.

WORST THING ABOUT YOUR JOB?

Occasionally we need to do late nights for a few weeks to get aspects of the game finished on time, and that can really mess with your life outside of work. Having to deal with people who know very little about games design or the industry in general is also a bane, particularly when they make uninformed or arbitrary decisions about your game – the nightmare being that many of those folks are in positions of power (eg publishers).

HOW DO WE GET YOUR JOB?

Academic courses in games design are still quite thin on the ground, so the majority of opportunities are going to come from your career and academic history. Without any formal qualifications you have two options: start out from the bottom as a games tester. Prove yourself with solid, well thought out suggestions to development teams, and you'll soon get yourself noticed. Otherwise, move into the hobby mod scene, designing levels or expansions to existing titles (ie, *Counter-Strike* was a mod for *Half-Life* designed by hobbyists). These can then be used in your portfolio when applying for a design position. Above all, you've got to be smart – games design involves all aspects of the other development disciplines and entails a lot of responsibility. It's not an easy job by any means, but it can be one of the most rewarding aspects of game development.

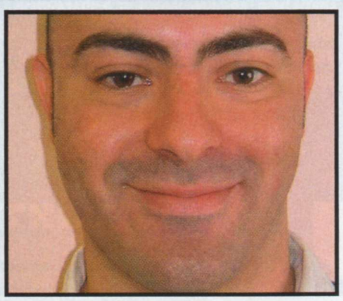
Imagine spending at least 160 hours a month playing games – and then getting a pay cheque at the end of it. Wouldn't that be a great way of using all the skills you've picked up over your years of gaming? And, more importantly, wouldn't that really annoy your parents? The videogame industry is now worth millions of pounds a year, and a top-selling title can make more money than a blockbuster movie. It's hardly surprising then that there are loads of lovely job opportunities out there for people like you, who love games and know tons about them.

But how do you get those cool gaming jobs? And what are they really like? To find out, GamesMaster interrogated 10 insiders from around the world, each with a slightly different role in the game-making process. We also found out what skills, experience and qualifications you'll need to pinch their jobs when they're not looking. This time next year you could be designing games rather than playing them – you could even be working on GamesMaster! Erm, on that note...

"I PLAY NEW GAMES BEFORE YOU!" JONATHAN TANISH

LEAD GAMES TESTER

BLITZ GAMES



Jonathan is currently leading the game testing on forthcoming PS2 movie tie-in *The Mummy Returns*. He previously worked at Codemasters, where he tested the likes of *Colin McRae* (the game, not the man himself), *Operation Flashpoint* and *Cannon Fodder*.

A NORMAL DAY

It used to be coming in, switching on the console and trying to make the game crash all day. Then I'd enter the bug into a database and when the programmers got back to me to tell me they'd fixed it, I'd try and break it again. Now, as a lead tester, I organise testing schedules, checklists, etc for other testers.

BIG BREAK

A college friend's brother needed sharp people to test a PC basketball title. My name came up over dinner.

BEST THING ABOUT YOUR JOB ?

You get to play all the games before your mates. Also, as you're playing games all day for a living, you get better at them than anyone else. There's also a real sense of achievement when you see a game you've worked on get released.

WORST THING ABOUT YOUR JOB?

Long hours sitting in front of a TV screen is the main one. Also it's a job – you're there to find faults not simply to play the game, so it's not as glamorous as people think. However, we do occasionally get to sit and play games for fun – if they're in a similar genre to a game we're testing – for research purposes. A lot of testers play games at lunch, but I prefer to go to the pub and hide.

PIECE OF WORK THAT YOU'RE MOST PROUD OF?

Micro Maniacs was the first game I worked on and when I first saw the boxed copy, covered in cellophane – that was when I was most proud.

HOW DO WE GET YOUR JOB?

Build up your knowledge and experience of games and look out for ads in the trade press like *Edge* or *CTW*. You need to have a decent level of education, as well as problem solving abilities, patience and communication skills.

"I BOSS AROUND PEOPLE MAKING NEXT-GEN GAMES!" CASPER FIELD

PRODUCER

ARGONAUT GAMES

Mr Field used to be a games journalist on magazines such as *DC-UK* and *Edge*, but left to make games rather than slag them off. He is currently working on a highly promising next-gen title.

A NORMAL DAY

After successfully circumnavigating Edgware Road's many fine potholes, it's the usual news and e-mail digestion. Put some loud music on to annoy the coders, then head off for a meeting to discuss the game design/art direction/how we're going to blow more of Argonaut's money. Lunch. Another meeting – perhaps talking through the project with Leon, my exec producer. Then I make sure the art monkeys are happy, share a pizza with graphics guru Jon, talk about the 3D engine, then it's pub/home/*Half-Life* session.

BEST THING ABOUT YOUR JOB?

Working with my uber-talented team (had to get that one in). And I make videogames. And I get paid for it.

WORST THING ABOUT YOUR JOB?

All the stuff that goes with anything that's creatively rewarding – it takes over your life if you're not careful. Long hours are an easy trap to fall into, and I always wake up thinking about work. But at least I go to sleep thinking about girls. For the moment I do, at least.

WORK THAT YOU'RE MOST PROUD OF?

That they've not fired me yet, despite my many, many annoying traits. Seriously though, when our game was signed I thought, like, 'Wow, I can do this!' which was a real buzz.

HOW DO WE GET YOUR JOB?

Try and work out why some games are better than others. If you can see a game's design through its graphics, if you can understand the mechanics of a game, then you're halfway towards getting yourself a job in the games industry. And if you really want to do it, go for it, because loads of people think about shooting for their dreams but, 'Never got around to it.' You won't regret trying.

"I INTERVIEW GAMING LEGENDS!" AMOS WONG

JAPAN CORRESPONDENT

FREELANCE

Amos is Tokyo correspondent for *Official PS2* magazine, *Official PlayStation Magazine*, *T3* and others. He has interviewed the likes of Akihiro Imamura (*Silent Hill 2*), Keiji Inafune, Junko Kawano (*Shadow of Memories*), Hideo Kojima, Shinji Mikami, Takao Miyoshi (Sonic Team), Yuji Naka, Tetsuya Nomura (*Final Fantasy 7-8/10* character designer/*Kingdom Hearts* director).

A NORMAL DAY

In between deadlines: take digital pics and make a mental note of anything in my travels that may be appropriate for the column I write; contact game companies and editors about interviews and news stories; check the internet, and work on my other part time job. Otherwise, I laze around, hang out with friends if they're free, watch movies and play games. Plus the usual domestic stuff of course.

BIG BREAK

Pure luck. The previous magazine I was writing for folded and it was looking like a plane ticket back to Australia. But then a writer friend introduced me to his ex-boss who was starting to look for writers in Tokyo for mags. I submitted a few sample articles and my CV, set up a meeting, got along really well and everything else just happened.

BEST THING ABOUT YOUR JOB?

Aside from the work itself it's being able to set your own schedule. If you don't feel like working on a particular day, you can do that. As long as you get the piece in on deadline...

WORST THING ABOUT YOUR JOB?

Working freelance means that your income varies from month to month and you never know what's going to happen in the future, which is a bit unstable; having another part time job that pays regularly is important to survive (I also teach English, which is quite fun).

HOW DO WE GET YOUR JOB?

Past interview and writing experience is important to get yourself a foot in the door, so to speak, as are communication skills. Having a knack of being in the right place at the right time also helps.

BEFORE THEY WERE FAMOUS

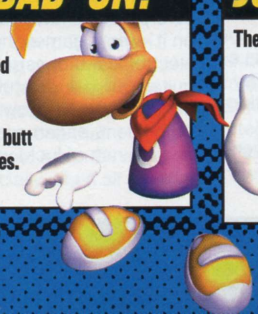
How the biggest names in the videogame industry got started...

DAVE PERRY
(millionaire owner of Shiny Entertainment)
Began at the age of 15 by writing books of BASIC game listings. His first real job was as a programmer at Mikrogen writing spectrum games. The annual salary was just £3000.

SHIGERU MIYAMOTO
(creator of Mario, Nintendo)
Miyamoto studied Industrial Design at college, but mainly sketched characters and made puppets. Hiroshi Yamauchi took him on as a Nintendo staff artist in 1977, and when the coin-op business took off, asked him to design an arcade game. *Donkey Kong* was the result.

JOB'S A BAD 'UN!

The character designer who decided that Rayman would have no limbs. Your character's now the butt of numerous GM jokes. Why oh why?



JOB'S A BAD 'UN!

The EA executive that thought it would be a good idea for a bunch of Canadians to develop a football (ie *soccer*) game.

"I GET PAID TO WATCH MOTORSPORTS!"

MATT CRAVEN
PROGRAMMER
CODEMASTERS

Matt is a programmer on the *TOCA* team, responsible for Codemasters' excellent *Touring Cars* titles.

A NORMAL DAY

I wouldn't say that any day is normal here. Each day brings new programming challenges, which can range from fixing a bug to designing a new module. A great bit of the job is putting new artwork into the game. Seeing one of our gorgeous car models or a stunning new track in-game for the first time is a cool sight.

BIG BREAK

I've been programming since I was very young, back in the days of the Sinclair ZX81. I spent most of my spare time writing games, and learning as much as I could about different coding techniques. I went to Manchester University to do a degree in Computer Science, where I went to a careers fair which Codemasters were attending.

BEST THING ABOUT YOUR JOB?

I'm on the team that created the definitive out-and-out racing game for Playstation, *TOCA World Touring Cars*. There's a great team spirit here, helped by the fact that we always work on AAA titles.

WORST THING ABOUT YOUR JOB?

The odours omitted on a Friday after curry and beer on a Thursday night.

WORK THAT YOU'RE MOST PROUD OF?

I've done some interesting work on the camera system for the current project. I'm currently working on the AI which is coming along nicely – it's good enough to beat me, anyway...

HOW DO WE GET YOUR JOB?

Study maths (particularly mechanics) and physics, and do a maths or computer-related degree. Then start sending letters to companies. Try making stuff in your own time, as publishers like to see your work.

"I DRAW FIT WOMEN ALL DAY!"

DAVE HARRIS
ARTIST
ACCLAIM STUDIOS

Dave has worked on *RCRevenge* (PSone), *RCRevenge Pro* (PS2), and the imminent *XG3* on PS2 and GameCube. He's also just finished designing the gorgeous female character who'll be on the *XG3* box cover.

A NORMAL DAY

One of the best and worst things about this job is the variety. This means you get to work on all kinds of cool stuff some days, but other days it can be pretty boring.

BIG BREAK

First I did a two year diploma in Computer Generated Imagery at Dublin's Ballyfermot Senior College, then I sent my CV and some examples of my work to various games job agencies. It was through one of these that I got my first job at Psygnosis Stroud, and I've moved on from there, really.

BEST THING YOUR JOB?

Seeing everything come together on a project as it nears completion. Every time I look at *XG3* I see some cool thing and think 'who did that?' The other cool thing is the amount of control I have. I don't think there are many jobs in the entertainment industry where you get to design a character the way you want, then build, texture and animate it – sometimes by yourself. I think if I worked at Industrial Light and Magic or somewhere I'd be lucky to build a dinosaur's big toe.

WORST THING ABOUT YOUR JOB?

Long hours (I spent my last birthday in work till after midnight).

WORK THAT YOU'RE MOST PROUD OF?

Designing and building all 12 riders for *XG3* – especially the render I did for the box cover. It was exactly the kind of high polygon stuff I'd trained for, so it was nice to do that after all the in-game stuff I'd done.

HOW DO WE GET YOUR JOB?

There are always jobs for good artists so if you try you'll succeed. Doing a graphics or animation course is a good way to get the quality of work you need to show to get a job. If you have a PC at home, doing your own maps or models for *Quake/Half-Life* will also help.

JOB'S A BAD 'UN!

The console designer who went for an early lunch rather than chuck two more joypad ports on the PS2. And his evil colleague in the Multitap department who told him it was a really cool idea.

BEFORE THEY WERE FAMOUS

GUMPEI YOKOI
(creator of Game Boy)
Taken on by Nintendo as a factory maintenance engineer in 1969. His first creative project was a toy called Ultra Arm – a robot arm that went on to sell 1.2 million units.

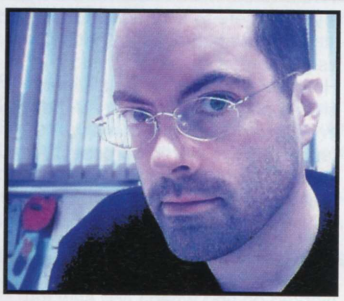
JOHN ROMERO
(co-creator of *Doom* and *Quake*)
Began programming when he bought an Apple 2 computer back when he was a lad in 1980. In the late '80s, John joined a software company called Softdisk where he met fellow first-person shooter creating legends Jay Wilbur and John Carmack. The three of them wrote a game together called *Commander Keen* in their spare time, and released it as a shareware title in 1990 – the game was so successful that they left Softdisk and set up their own little company, now called id. Heard of it?

JOB'S A BAD ONE!

The bloke at Sega with funny shaped hands who decided the DC pad was comfy to hold.

"I WORK WITH YOUR FAVOURITE BANDS!"

TIM WRIGHT
MUSICIAN
JESTER INTERACTIVE



Tim has worked on over 70 games, starting with Amiga classics like *Shadow of the Beast*. More recently he produced the *Wipeout* and *Wipeout 2097* soundtracks and designed *Music* on PSone, and *MTV Music Generator 2* on PS2.

A NORMAL DAY

I catch up with where all our projects are up to, as far as audio goes. We have several games and versions of *Music* in production at the moment, so I need to make sure they've all got the sounds/music/data they need. As well as games there are sometimes a need for demos or showreels – and all these will need sounds effects, music, or both.

BIG BREAK

My latest job at Jester was got by word of mouth. There was this company wanting to make the move from business software to games, and I got contacted because of my experience in the games industry (often referred to as headhunting). My job at Psygnosis (my first job as a full time musician) was mostly got by luck. I wrote a little cartoon animation about a space alien called Puggsy. Psygnosis were the ones who signed us up to do a game based on the character I'd created.

BEST THING ABOUT YOUR JOB

The fact that anything could (and does) happen during the day. Sometimes it's quite stressful, but mostly it's exciting: who you get to meet, where you get to go (America, Tokyo, Germany), and what you get to do (ride in a Formula One supertruck, record at Abbey Road Studios and so on...).

WORST THING ABOUT YOUR JOB

Late hours, working weekends and putting holidays on hold.

WORK THAT YOU'RE MOST PROUD OF?

I would say it's a close call between *Canada* – a track I did for *Wipeout 2097* – and a nine minute epic theme I did for *Colony Wars Chapter One*.

HAVE YOU WORKED WITH ANY COOL MUSICIANS THROUGH YOUR JOB?

So far I've had the chance to work or meet with Orbital, The Chemical Brothers, Photek, Leftfield, Future Sound of London, Apollo 440, Zombie Nation, The Gorillaz, Roni Size, Grooverider, Funkmaster Flex, Judge Jules, David Morales, Aphex Twin, Rick Astley, Howard Jones and The Alarm.

HOW DO WE GET YOUR JOB?

These jobs aren't as few and far between as they used to be. Send a CV and an audio CD to the recruitment department of as many software houses as you can. Make sure your CD has a variety of tracks on it – most games these days use electronica, orchestral or thrash guitar, but include stuff like country, banjo or latin to show your diversity. With talent, eagerness, hard work and a pinch of luck, you'll be able to make it.

"I DRAW MAZZER ALL DAY!"

STEPHEN QUIRK

3D ARTIST

BIG SESH STUDIOS

Stephen works for Big Sesh studios and has drawn several *Next Gen* covers from *The Bouncer* up to the Mario and Luigi cover just released. He builds high res 3D models based on in-game models or screenshots from games, including pieces for the Interplay ad series for *Giants* and the PS2 version of *MDK2*.

WHAT DO YOU DO ON AN AVERAGE DAY?

I am constantly 3D modelling or researching 3D modelling. A model can take anywhere from a day to a week to complete, especially if you're including full animations with facial morph targets and skin.

HOW DID YOU GET THE JOB?

I prepared a CV and portofolio including all my traditional artwork and arranged for an interview with Big Sesh, as I was going to be in the area. I immediately clicked with everyone on the team, which I think is one of the most important aspects of Big Sesh. This field is very deadline-orientated and things can get hectic quickly, so being able to work well with each other is important, and knowing you have friends around you and that you can count on each other to do your best is invaluable under those conditions.

BEST THING ABOUT YOUR JOB

Being exposed to all the current technology and being able to work at doing what I love. It sounds like a cliché, but it is hard to get stressed when I'm doing this job. I am constantly learning and discovering new things and growing.

WORST THING ABOUT YOUR JOB

This job is very time consuming and I don't have as much time for my hobbies as I'd like. For example I don't play my guitar as much as I used to, and I don't have as much time to play the videogames that I am creating ads for as I used to.

WORK THAT YOU'RE MOST PROUD OF?

I am proud of the next-gen ad featuring Mario and the GameCube, as that was the first full character that I had modelled at that level. But it is hard to pick a favourite as each one seems to get better than the last. I'd say I have favourite bits of each piece I've had a hand in.

HOW DO WE GET YOUR JOB?

It requires persistence and patience to do the job. Work on your traditional art skills as well as your computer skills, as they are as – if not more – important than your technical ability. Make sure you can model more than teapots, so get practising now.

JOB'S A BAD 'UN!

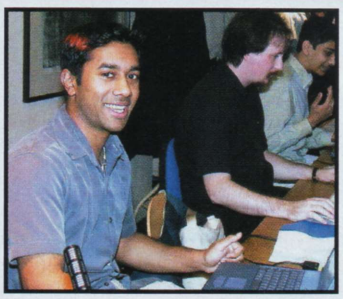
The *Mario Kart* 64 games tester who allowed the offensive use of lightning on the Wario Stadium jump, meaning you could dash hard fought victory with a cowardly prod of the B button. Do you know the amount of arguments you caused in the GM office? Coo, we even had to ban the bloody thing in the end. What a pearler of a move that was...

"I GET PAID TO TRAVEL THE WORLD PLAYING GAMES!"

SUJOY ROY

PROFESSIONAL GAMES PLAYER

FREELANCE



Sujoy is a professional game player who is sponsored by mouse manufacturer Razor. He travels the world competing in networked gaming tournaments, the jammy swine. Some tournaments feature £30,000 prize money for the winner!

BIG BREAK

I've been playing games as long as I can remember, but I only started playing PC games at university, where I had access to an incredible network. I downloaded *Quake* from the internet and started playing people from all over the world. Then, when I left uni, I went to work in a bank that sent me to do some work in New York. While there, I heard about QuakeCom '99, went along for a laugh, entered a *Q3* tournament, and ended up coming in the top eight. I was then offered sponsorship by Razor and Gameplay.

BEST THING ABOUT YOUR JOB?

The best part is that there's really no bad part! I've been all over the world to play in tournaments: Singapore, Korea, all over Europe and America. I also get people coming up to me asking for autographs. The pseudo-celebrity status is fun.

WORST THING ABOUT YOUR JOB?

Not having a strict schedule can make you a bit of a slob.

HOW DO WE GET YOUR JOB?

Don't rely on it. Go through school, college and university first. Plus, it doesn't matter how much natural skill you have, you still have to put in a lot of practice and training to prove yourself. It's like being an athlete!

"I DESIGNED DAVID BECKHAM'S HEAD!"

ANDY HADLINGTON

GRAPHIC ARTIST

RAGE SOFTWARE

Andy has been in the business for four years and previously worked on *G Police, Nations* and *Offroad*. He is currently touching up David Beckham for *David Beckham Soccer* on PSone, PS2 and XBox.

SO WHAT EXACTLY ARE YOU DOING TO MR BECKHAM?

I am currently in the process of creating the hi-res David Beckham model for marketing and FMV purposes. It's hard enough creating a realistic looking character, but when it has to look like someone that everyone recognises, it can be a nightmare – especially when all you've got to work with is a few photos of him. But it's great fun.

A NORMAL DAY

Most of my days consist of my chair, coffee and eye strain. The work can get very intensive but it usually involves me beavering away on some graphics software.

BIG BREAK

Originally I was employed as a computer programmer outside of this industry, but I used to do a lot of 3D work as a hobby. I fancied a career change and I'd always wanted to get into games, so I sent a showreel around and got a job at Psygnosis. I worked there for 18 months before coming to Rage.

BEST THING ABOUT YOUR JOB?

All in all, it's a great job that I've got, and I'm very lucky to be in a position to do what I enjoy to make a living. Sometimes it's hard work and very intensive too, but it's very rewarding when you see the finished product. I love it.

WORST THING ABOUT YOUR JOB?

Deadlines! Anyone in this industry will tell you that all-nighters are not uncommon towards the end of a project and you can say goodbye to your weekends too.

WORK THAT YOU'RE MOST PROUD OF?

I'm a perfectionist so it's hard for me to look back and choose a piece of work because I always see the faults in it. If anything, it's probably the latest *David Beckham Soccer* stuff.

HOW DO WE GET YOUR JOB?

Stand out from the crowd. There are a lot of people trying to get into this industry but you need a good mixture of skills. It's all very well being able to draw like Da Vinci in a sketchbook but if you haven't got the eye for 3D work, you won't be able to transpose that talent onto screen – where it matters.

WHAT WAS DAVID BECKHAM LIKE?

I personally haven't met him yet, but I'm sure he's very nice.

JOB'S A BAD ONE!

The 3DO executive who decided that the *Army Men* titles were a great basis for a long running series of games.

BEFORE THEY WERE FAMOUS

TETSUYA MIZIGUCHI

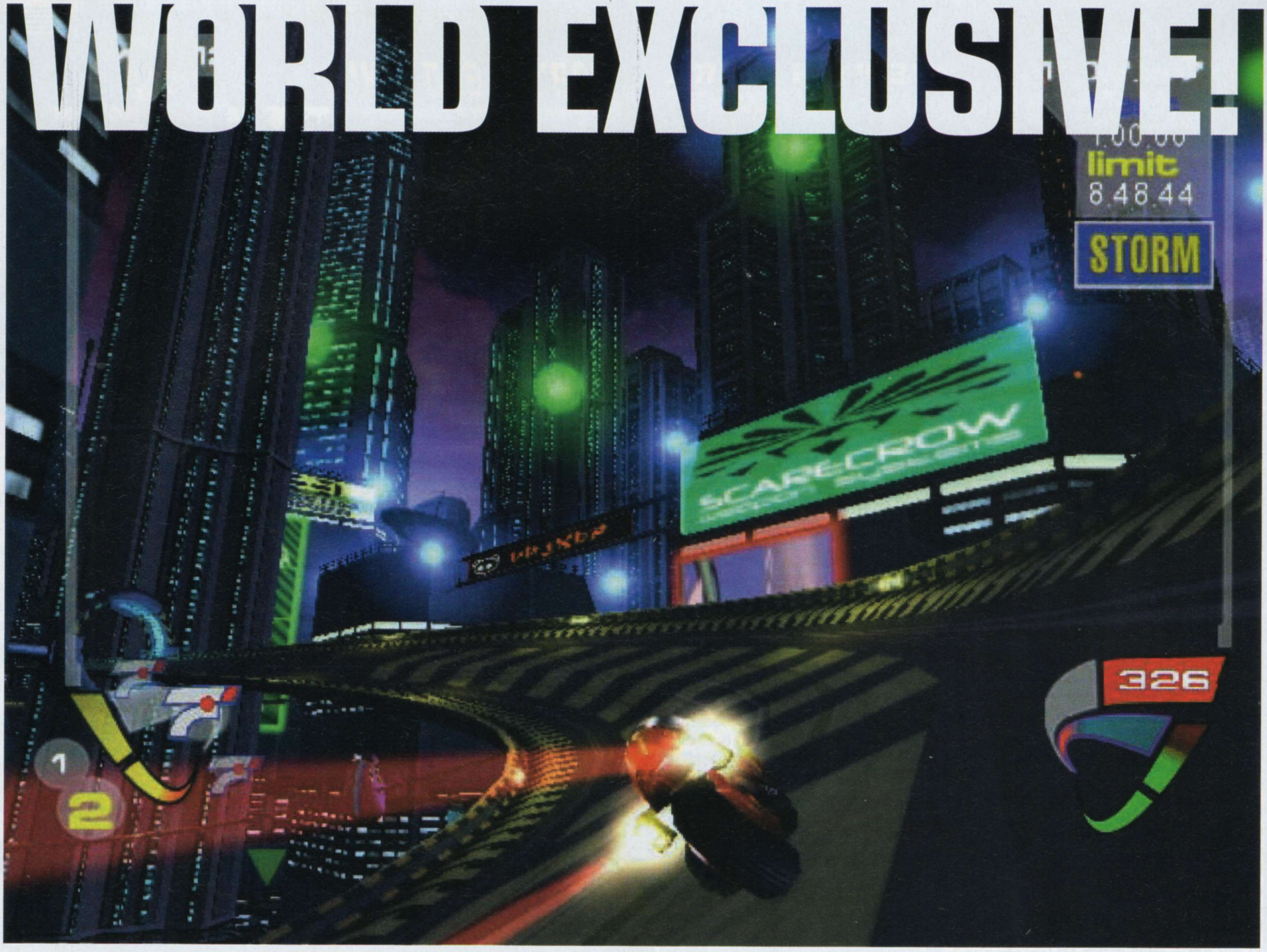
(creator of *Space Channel Five* and *Sega Rally*) Graduated from the Nihon School of Art where he studied literature in 1990 and joined Sega. They initially had him designing arcade game cabinets, but eventually he helped create a mostly prerendered shoot-'em-up named *Megapolis* for the Sega AS-1 simulator. Later joined Sega's AM3 department and started work on *Sega Rally*.

WHAT NOW?

If you want to find your dream job in the game biz, a good place to start looking is GM's sister mag, *Edge*.

It's the best place for finding current vacancies in the industry. Each issue carries tons of job ads from such industry heavyweights as Rare, Microsoft and Sony. Good luck and don't each too much pizza.

WORLD EXCLUSIVE!



THIS IS A REAL IN-GAME SCREENSHOT OF EXTREME G 3 ON GAMECUBE. JUST ONE OF THE ASTONISHING EXCLUSIVES WE'VE BAGGED FOR ISSUE 58 OF N64 MAGAZINE. DON'T MISS OUT.

ISSUE 58 ON SALE
WEDNESDAY 1ST AUGUST

GamesMaster TIPS

THE HOTTEST TIPS FOR THE LATEST GAMES! THE HOTTEST TIPS FOR THE LATEST GAM

TIPS MISTRESS

Nu-Code Girl here. It's up to me to bring you the best tips, codes and cheats each month for publication in GamesMaster. If you've some ace tips up your sleeve, or if you're tearing you hair out with a game, drop us a line, mark your envelope Consoletation Zone or Master Class, and send it with the coupon on page 69. Let's get cheating!

Code Girl

NU-CODE GIRL PASSES ONLY THE COOLEST LETTERS TO OUR TIPS MASTERS! WRITE TO US NOW!

TIPPED THIS ISSUE....

NBA STREET (PS2) 52
GT ADVANCE CHAMPIONSHIP RACING (GBA) 52
QUAKE 3: REVOLUTION (PS2) 52
RAYMAN ADVANCE (GBA) 52
CRAZY TAXI 2 (DC) 53
DESPERADOS: WANTED DEAD OR ALIVE (PC) 53
WORLD'S SCARIEST POLICE CHASES (PS) ... 53
READY 2 RUMBLE BOXING: ROUND 2 (GBA) ... 53
ALONE IN THE DARK (DC) 53
PANZER FRONT (PS) 53
TONY HAWK'S PRO SKATER 2 (GBA) 54
TIME CRISIS (PS) 54
CASTLEVANIA: CIRCLE OF THE MOON (GBA) ... 54
WORLD'S SCARIEST POLICE CHASES (PS) 55
SONIC ADVENTURE 2 (DC) 55
ARMY MEN ADVANCE (GBA) 55
ALONE IN THE DARK 2 (PC) 55
RAYMAN ADVANCE (GBA) 55
TOMB RAIDER CHRONICLES (PS) 56
METROPOLIS STREET RACER (DC) 56
RAYMAN (GBC) 56
BLACK & WHITE (PC) 56
POKÉMON GOLD (GBC) 57
WORLD'S SCARIEST POLICE CHASES (PS) ... 57
F-ZERO (GBA) 57
GOLDENEYE (N64) 57
EXTERMINATION (PS2) 57
PERFECT DARK (N64) 57

THE PlayStation GUIDE p.60

GRAN TURISMO 3 A-SPEC

THE GREATEST RACER DRIVEN TO PERFECTION!

TIPS EXPRESS
LATEST CHEATS!

MASTER CLASS
YOUR QUESTIONS

CONSOLETATION ZONE
YOUR TIPS

ARE YOU A GAMESMASTER? SEND US YOUR TIPS P.54

TIPS EXPRESS

Welcome to the hottest tips in the world! Code Girl sifts fact from fiction and **game-busting code** from guff **to bring you the latest** cheats every month!

THE LATEST GAMES BUSTED WIDE OPEN...THE LATEST GAMES BUSTED WIDE OPEN. THE LATE

WORSHIP THE ICONS!

NBA STREET

Complicated one, this, so listen up. When loading a new game you'll notice four icons at the bottom of the screen. If you press □ once, you'll change the first icon on the left (press twice to change it again, etc), press △ and you'll alter the second, ○ changes the third, and, finally, tap ✕ to change the fourth. If you quickly press the symbols in the following order, you'll create a combination that will unlock the cheats listed.

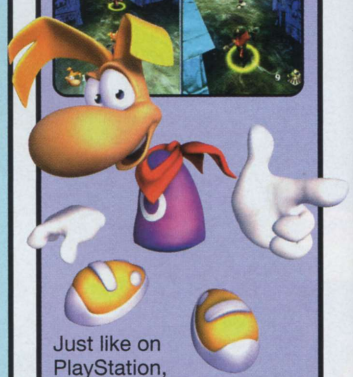
No Juice – □, □, △, △, △
Mega Dunking - □, △, △, △, △, ○, ○, ○
No Dunks - □, □, □, ○
More Gamebreakers - □, □, □, ○, ✕, ✕
Less Gamebreakers - □, △, △, △, △, ○, ○, ○, ✕, ✕
No Gamebreakers - □, △, △, △, ○, ○, ○, ○, ✕, ✕

▲ Just imagine them in little gym skirts to play *NBA Netball* too!

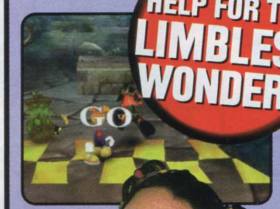
Springtime Joe "The Show" - □, △, △, △, △, ○, ○, ○, ○, ✕, ✕
Summertime Joe "The Show" – □, △, ✕
Athletic Joe "The Show" – □, ✕
Ultimate Power – □, △, △, ✕
Mad Handles – □, □, □, △, ○
Super Swats – □, □, □, △, △, ○
Easy Shots – □, □, □, △, △, △, ○
Big Heads – □, □, △, ○, ○, ○
Tiny Heads – □, □, □, □, △, ○, ○, ✕
Tiny Players – □, □, □, □, △, △, ○, ○, ○, ○, ✕, ✕
Less Blocks – □, □, △, △, △, △, ○
Less Steals – □, □, □, △, ○, ○, ✕, ✕, ✕
No Alley-Oops – □, △, ○, ○, ○, ○
No Two Pointers – □, □, □, △, △, △, △, ○, ✕, ✕

GET A LIFE!

RAYMAN ADVANCE



Just like on PlayStation, Rayman's GBA debut is rock, and you'll lose loads of lives leaping platforms. So, if you don't want to pull your hair out, try this **Infinite Continue** cheat. Go to the Continue screen and press Up, Down, Right, Left and Start.



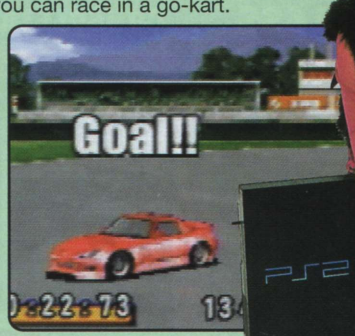
CHAMPION CHEATS!

GT ADVANCE CHAMPIONSHIP RACING

Like *GT3* after a close encounter with a shrinking machine, only it's easier to cheat in this one. We've got a cheat that unlocks the F1 cars. Yay! To activate the following cheats, first go to the Title screen, hold L and R, and press the keys listed below.

GET THE F1 CARS AND THE KARTS!

Unlock F1 Mode
Hit Left and B. This unlocks the Extra 2 option. Go there and you'll be able to race an F1 Car.
Unlock Go-Kart Mode
Hit Right and B. Now select the new Extra 1 option and you can race in a go-kart.
View Credits
First hit Up, then B.



No having to finish the game or anything like that to unlock these extras – not when you can cheat, anyway. There's a ton of fun to be had with these cars.

SHOOT THROUGH THE LEVELS!

QUAKE 3: REVOLUTION

What's the best weapon you can get in *Quake 3*? A grenade launcher? A sniper rifle? No way. The best weapon is this cheat. A machine gun may cause some carnage, but it won't transport you to the next level. To get the **Level Skip** cheat working, hold L1, R1, R2 and SELECT while playing. Then press ✕, ○, □, △, ✕, ○, □, △. Sorted.

NO MORE QUAKING IN YER BOOTS!

▲ Caught in a sticky moment? Just pause and skip the level.

KERAZZY CASH!

CRAZY TAXI 2

Now, this is really mental. We've got some cheats which will actually make *Crazy Taxi 2* harder. So, if you're finding all this yellow cab malarkey a bit easy, try 'em out. But If you're not a demon taxi driver, we can tell you how to unlock the secret stuff too. How's that for a cheat collection?

Complete Expert Mode – The Easy Way
Press and hold Start and Y at the Character Select screen. Then tap A.
No Arrows
Press and hold Start at the Character Select screen. Then tap A.
Get Rid of the Destination Marker
Press and hold Y at the Character Select screen. Then tap A.
Unlock Original Drivers
Complete the toughest of the Crazy Pyramid minigames (S-S).
Unlock Small Apple Map
Beat Crazy Pyramid mini-games, from 4-1 to 4-4.
Unlock Apple Map
Complete Crazy Pyramid minigames, from 5-1 to 5-5.
Unlock Bike As a Vehicle
Complete Crazy Pyramid minigames, from 3-1 to 3-3.
Unlock the Stroller as a Vehicle
Complete the Crazy Pyramid minigames, from 2-1 to 2-2.

NO CHANGE FOR A £20 NOTE!

▲ Think you're good do you eh? Well, give yourself an extra challenge, then.

YOU'LL LIVE!

DESPERADOS: WANTED DEAD OR ALIVE

The Wild West is a dangerous place and you'll need a strategy to stay alive. We've got a strategy – it's called cheating. To get these cheats going, start playing a game, press Left, Shift and F11, then type in one of the following codes.

SUCCEED IN YOUR WILD, WILD QUEST!

All Objects Displayed
show me all
Extra Ammunition
jackal
Invisibility
hollow man
Stop Time
timeless
View Dialogue
fidel castro
Toggle Victory Condition Display
epitaph
Toggle Hint Display
medic
Toggle Short Briefings
whats my destiny
Toggle the Sound Zone Display
supersonic
New Weapon
powerman
Skip Level
clint
Kill Enemies With a Flashlight
zeus

▶ Desperate? Come to your senses. Use the flipping cheats, man!

HACKERS PARADISE

ALONE IN THE DARK

These Cheats for your Action Replay cartridge will help you get through this nightmare. They only work if you're playing as Edward Carnby, mind.

Infinite Grenade Launcher
398139B0
0000000A
Infinite Shotgun Ammo
D8589E28
00000009
Infinite Pistol Ammo
9FB81700
0000000C
Infinite Health
AE534C69
00000064

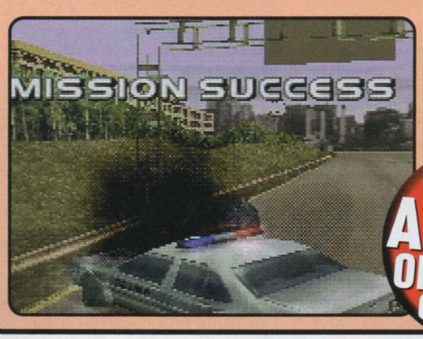
CATCH THE CRIMINALS!

WORLD'S SCARIEST POLICE CHASES

We guess cheating would probably be against police protocol. But, hey, you can't get arrested for it, so what the hell! Just go to the Main menu and type in these cheatalicious codes.

Unlock All Bonuses
←, →, L1, L2, ◎, ▣, R2, L2.
Unlock All Missions
↓, ↑, ←, →, ⊗, △, ◎, ▣.
Unlock All Starting Locations (Patrol Mode)
↓, ↑, L2, L1, ⊗, △, R2, R1.
Unlock Everything
←, →, L1, L2, ◎, ▣, R2, L2.

▲ Ram him! You might knacker your car, but it's not like it's yours, is it?



◀ Scary? Nah. Just a walk in the park for us seasoned wild drivers.

COP A LOAD OF THESE CHEATS!

IT'S A KNOCKOUT!

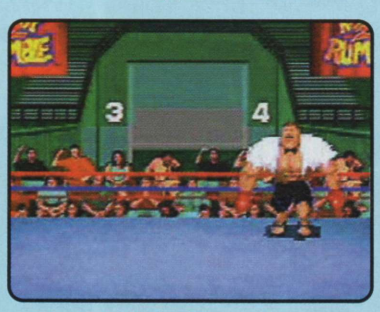
READY 2 RUMBLE BOXING: ROUND 2

GBA is great. It's the finest handheld console of all time, and there are loads of cheats for all the top games. Here's how to play as all the best boxers in *Ready 2 Rumble 2*.

Unlock Michael Jackson
Highlight the Arcade option, and press Left, Left, Right, Right, Left, Right, Left.
Unlock the Rumble Man
Highlight Championship, and press Left, Left, Right, Left, Right, Left, Right and Left. Then press L and R at the same time.
Unlock Shaquille O'Neal
Highlight Survival, and press Left, Left, Right, Right, Right, Left, Left and Right. Finally, press L and R.

▲ That looks like a mean right hook.

BECOME KING OF THE RING!



▲ Unlock Michael Jackson did you say? We're saying absolutely nothing on the subject.

PANZER FRONT

You'll need an X-Plorer cartridge to get these working and destroy tanks in style. Get shooting.

Infinite Ammo
775EF8CAD5A1
37CA645E3535
Complete Mission
7773F6BF5809
87BA777E3535
Invincibility
97AADBD43535
37AADBD43535
Stop Timer
779E48DF68F9
87D5B98E3535

MASTER CLASS

Code girl gathers together your **collected gaming wisdom** and **spreads the wealth.** Here's how to crack the toughest code and **jump-start your gaming!**

OUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...

TIP OF THE MONTH

YOU'RE A MADCATZ WINNER

Tony Hawk's Pro Skater 2

GAME BOY ADVANCE

Enter the following at the Main menu or while paused during play.

Unlock Spider-Man – press and hold R, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.

All Levels Unlocked and Maximum Money – press and hold R, then press B, A, Left, Down, B, Left, Up, B, Up, Left, Left.

Happy Face Blood – press and hold R, then press Start, A, Down, B, A, Left, Left, A, Down. Now, each time your rider falls, happy faces will emerge from the wound.

Set Time to Zero – press and hold R, then press Left, Up, Start, Up, Right.

Turn Off the Blood – press and hold R, then press B, Left, Up, Down, Left, Start and Start.

Unlock All Levels – press and hold R, press A, Start, A, Right, Up, Up, Down, Down, Up, Up, Down.

Unlock Cheats – press and hold R, then press B, A, Down, A, Start, Start, B, A, Right, B, Right, A, Up, Left. The following cheats will be available: Perfect Balance, Always Special, Stud Mode, Sim Mode, Moon Physics, and Always Zoom.

Unlock Disco Zoom – press and hold R, then press Left, A, Start, A, Right, Start, Right, Up, Start.

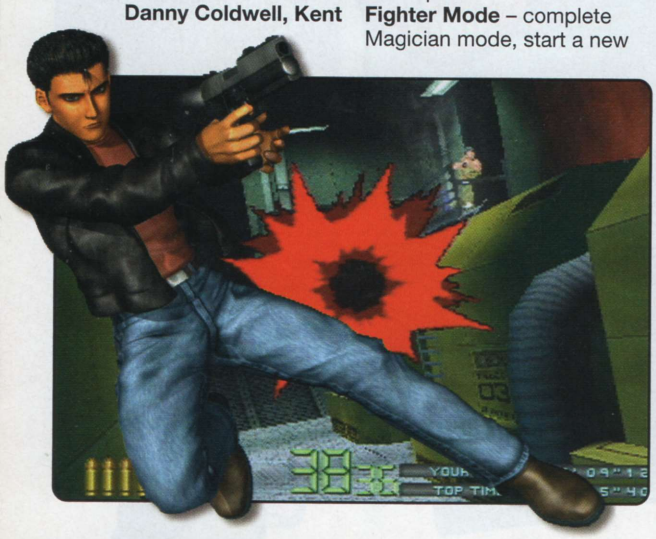
Unlock Unlimited Air – press and hold R, then press Left, A, Start, A, Right, Up, Start.

Jack Gumm, Clevedon

TIME CRISIS (PS)

Access the Cheat Menu – at the Main menu, shoot the loop in the letter 'R' of the title, and shoot twice in the letter 'X' next to the words 'Time' and 'Crisis'. You will now be taken to the Cheat menu where you can access loads of cheats.

Danny Coldwell, Kent



CASTLEVANIA: CIRCLE OF THE MOON (GBA)

Magician Mode – complete the game, start a new game, and enter FIREBALL as a name. The word 'Magician' will appear on the Option screen and all trading cards will be available under the DSS option.

Fighter Mode – complete Magician mode, start a new game, and enter GRADIUS as a name. The word 'Fighter' should appear on the Option screen. Nathan will be stronger and able to sustain more damage. There are no trading cards in this mode.

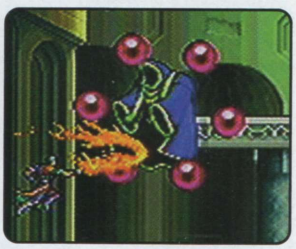
Shooter Mode – complete Fighter mode, start a new game, and enter CROSSBOW as a name. The word 'Shooter' will appear on the Option screen. Nathan will have a substantial number of hearts, extra sub-weapon damage, and he will be able to use the Homing Dagger sub-weapon in this mode.

Thief Mode – complete Shooter mode and start a new game, entering DAGGER as a name. The word 'Thief' will appear on the Option screen. Nathan's stats will be reduced in the value they start at and the rate at which they increase with each level, except with LCK (Luck). Nathan will start with the value of 1600 LCK, and will gain an additional 160 LCK with each level (so at level 11 he will have 3200, and 4800 at 21, etc.).

Spinning Attack – when using the whip, hold the Attack button to make it spin in a circle. It will act like a shield, so you can't get hit by small enemies. You can't move while you're doing this attack, though.

Defeating Dragon Zombies (Twin Dragons) – to defeat the Dragon Zombies, when you get hurt, jump up towards the platform by the door by which you entered and activate the Jupiter & Mandragora DSS combo to heal. A fireball may hit you every once in a while, but it is very rare.

Defeat Death – to defeat Death easily, activate the Jupiter & Manticore DSS combo. His sickles cannot hit you and you will probably never run out of MP, as this combo will use it slower than you restore it.



Enemies That Drop DSS Cards:

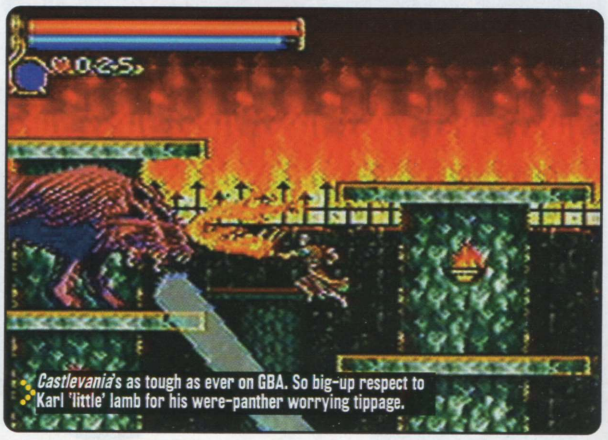
A list of enemies and places where DSS cards are dropped.

Action Cards:

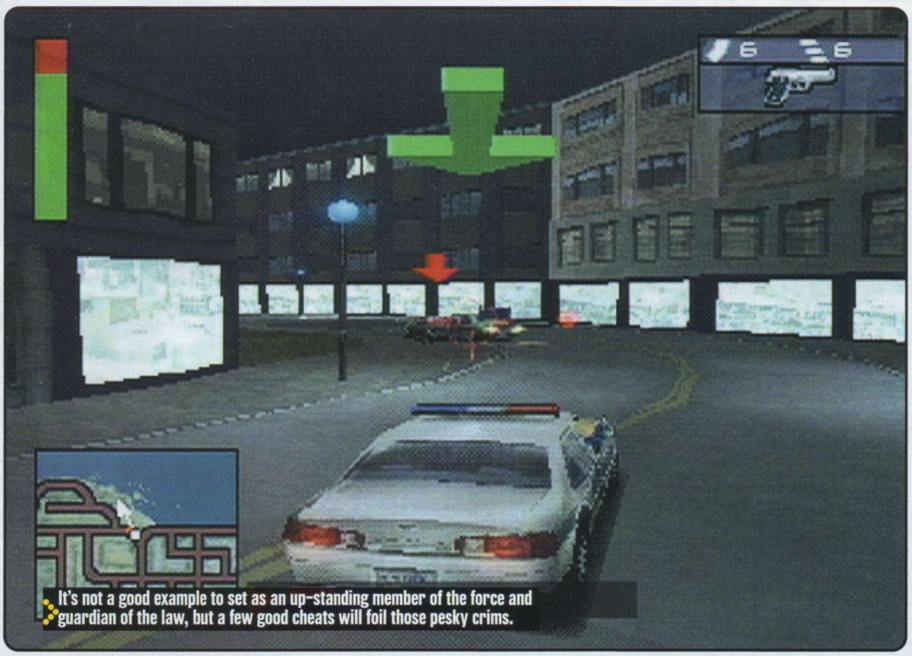
Mercury – Bone Head in Catacomb.
Venus – Slime in Catacomb, at Abyss Corridor (hidden room), and Audience Room.
Jupiter – Heat Shade in Machine Tower.
Mars – Bloody Sword in Chapel Tower.
Diana – Man Eater in Underground Gallery.
Apollo – Arch Demon in Underground Storage.
Neptune – Ice Armor in Underground Waterway.
Saturn – Fallen Angel near the Battle Arena.
Uranus – Scary Candle in Golem Boss Room (defeat Camilla first).
Pluto – Trick Candle in Cerebus Boss Room (defeat Camilla first).
Salamander – Bomb Skeleton in Catacomb.
Serpent – Earth Demon in Catacomb.
Mandragoras – Axe Armor in Abyss Corridor (in a hidden room), Audience Room.
Golem – Electric Skeleton in Audience Room.
Cockarice – Stone Armor in Machine Tower.
Manticore – Thunder Demon in Machine Tower.
Griffon – Skeleton Athletes in Audience Room (hidden room on the right).
Thunderbird – Were-Panther in Chapel Tower.
Unicorn – White Armor in Battle Arena.
Black Dog – Devil Armor in Battle Arena.

Karl Lamb, Kent

▲ Turn your whip into a defensive item too.



Castlevania's as tough as ever on GBA. So big-up respect to Karl 'little' lamb for his were-panther worrying tippage.


It's not a good example to set as an up-standing member of the force and guardian of the law, but a few good cheats will foil those pesky crims.

WORLD'S SCARIEST POLICE CHASES (PS)

Cheat Mode – at the title screen, press ←, →, L1, R1, ○, □, R2, L2. If you entered the code correctly, you will hear a sound. All weapons in free patrol mode and all bonus item menu options will be unlocked.

Sam Richards, New Quay

SONIC ADVENTURE 2 (DC)

Enter the Dark Garden – raise a Dark Chao with one of the three Dark characters. Then, continually feed and train the Dark Chao – it will evolve, creating a tear-shaped cocoon. When it has evolved, descending stairs will appear at the main lobby, leading to the Dark Garden.

Enter the Hero Garden – raise a Hero Chao with one of the three Hero characters. Again, continually feed and train the Hero Chao and it will evolve. Once it has, *ascending* stairs will appear at the main lobby, leading to the Hero Garden.

Kart Racing Minigame – successfully complete Tails' driving quest in the Hero side story to unlock the kart racing game. Or, successfully complete Rouge's chase mission in the Dark side story to unlock the Dark kart racer.

Boss Attack Mode – successfully complete the Hero or Dark side Story modes. You will be able to fight the bosses from the side of the story you completed.

Last Stage? – successfully complete the Hero and Dark side Story modes, then re-enter Story mode and a Last Stage? option will appear on the menu between the Hero and Dark selections.

Play as Super Sonic and Hyper Shadow – successfully complete the Last Stage? in Story mode to unlock Super Sonic and Hyper Shadow.

Full Pause Screen – pause the game and press Y + X.

Quickly Complete Security Hall Stage – in the Security Hall stage you play as Rouge The Bat and are given five minutes to complete it, which can be hard. If you've enough lives, do this trick. If you can't find the Emeralds, get killed. You will keep the Emeralds that you have collected and begin at the start of the level, but the Emeralds will be in different places.

Philip Crosswell, High Wycombe

Super sonic speed: handy for getting to the pubs just before closing time.

The dark hair, the angular eyes, no smile, it must be... Dark Sonic. There's nothing like a good villain is there?

ALONE IN THE DARK 2 (PC)

Pick Up All Items – from the starting point (at the gate), run forward until you reach the front of the house. Turn left, kill the goons and run to the dead end. See the blue mat on the ground? Walk over to it and you'll spring over the hedge in the corner. You'll then find yourself in a passage with all of the items you'd have picked up playing the whole game. Don't fall off the edge.

Jay Howell, Norwich

RAYMAN ADVANCE (GBA)

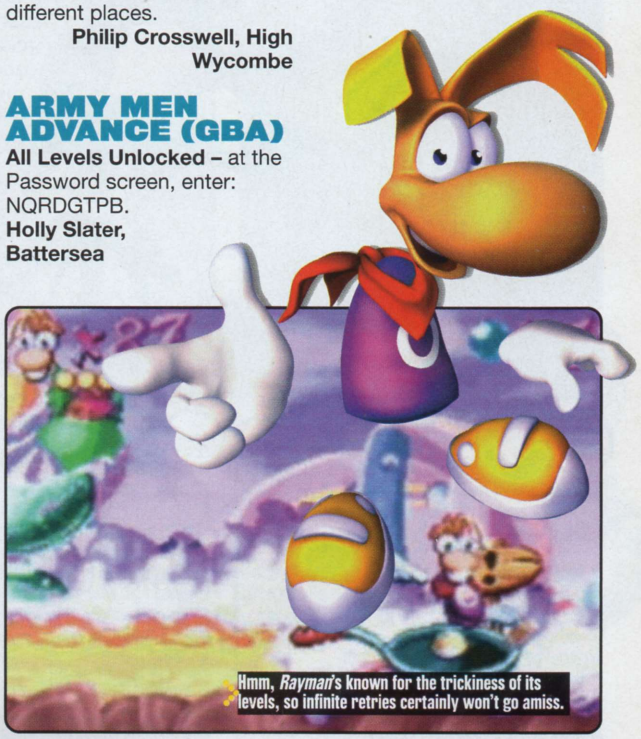
Infinite Continues – at the Continue screen, pause and press Up, Down, Right, Left, and Start to continue without actually *using* a Continue – thus giving you infinite goes.

Julie Smith, Cumbria

ARMY MEN ADVANCE (GBA)

All Levels Unlocked – at the Password screen, enter: NQRDGTPB.

Holly Slater, Battersea


Hmm, *Rayman*'s known for the trickiness of its levels, so infinite retries certainly won't go amiss.

SEND YA CHEATS AND WIN!

Why not prise your thumb off the joypad and use it to hold a pen instead? Simply write to us with some of the coolest cheats you've come across and, who knows, perhaps your entry will be chosen as the tip of tips. Achieve this enviable status and you'll receive a bundle of peripherals (including a joypad, wheel and memory card) from those wonderful people at Mad Catz. So stop playing and get writing...

CONSOLETATION ZONE

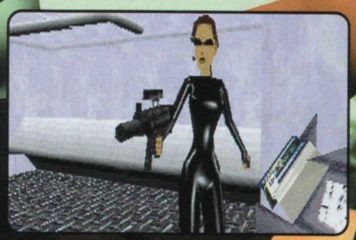
Got a **gaming problem?** Stuck on the first level? Write to **Consoletation Zone** and GM's **Code Girl** will match your tip with the **right person** for the job!

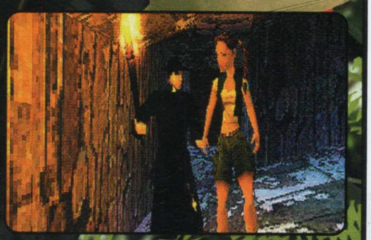
CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...CRACKING YOUR CODE CHAOS...CRA

TOMB RAIDER CHRONICLES

Dear GM,
I'm really stuck on the submarine in *Tomb Raider Chronicles*. I've looked everywhere for the secrets, including the air shaft in the kitchen, but I had no joy. Can you help? No cheats!
Benjamin, Wiltshire

Knock the chef out with the crowbar and take the bronze key, then open the door and search the shelves and drawers for pistols. You'll find a silver key too – use it to open the other door, and kill the blokes in the dining hall. Run through the hall (avoid the rest rooms) and open the door. Keep going till you reach the cargo space, kill everyone and grab the shotgun, Aqualung, and large Medipack from on top of the boxes. Look to the right of the entrance to see a box; open it to find the secret. Run back to the dining room, open the door and head to the room on the right, killing anyone in your way. Look up to see a trap door. Stand beneath it, hold jump and ◻, climb the air shaft and grab the secret from the second hole. Jump through the trap door at the end of the shaft, fetch the battery from the drawer and combine it with the other battery to form a suit battery. Go straight on, climb down, kill the guy, and open the door. Open the first door on your right, kill the soldier, nick his suit console and combine it with the Aqualung. Now open the last door, find the diving suit, and use the console and the battery. Phew, that's it!

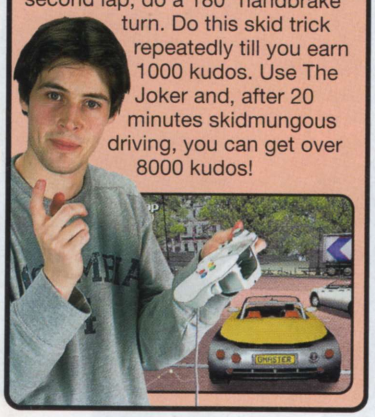




METROPOLIS STREET RACER

Dear GM,
Help me before it's too late and my hair turns grey. I'm addicted to *MSR* for DC but it's too hard. Are there any cheats, codes, secrets or anything that might help?
Mr No Name, by e-mail

Don't buy any hair dye yet. If you get some kudos all your problems will be solved. Choose the Hot Lap option on any track and start a race. You need to beat the set time on the first lap and then, when you get to a straight on the second lap, do a 180° handbrake turn. Do this skid trick repeatedly till you earn 1000 kudos. Use The Joker and, after 20 minutes skidmungous driving, you can get over 8000 kudos!

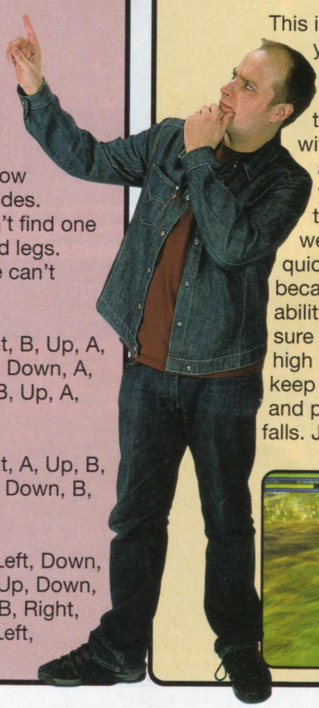


RAYMAN

Dear GM,
We've been stuck on *Rayman* for ages. We've almost given up hope and thrown away our GBC. Please GM, you're our last chance for success.
The Brown Family

Don't chuck your Game Boy. You're not the only people having trouble with the little limbless fella. Look below for some nifty cheat codes. Unfortunately, you won't find one that gives him arms and legs. Sorry, but I'm afraid we can't work miracles.

99 Lives	A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B
Full Energy	B, Right, A, Up, B, Left, A, Down, B, Right
All Powers	Right, Left, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A



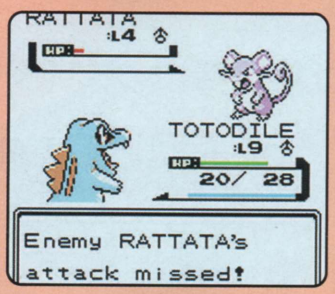
BLACK AND WHITE

Dear GM,
How do I kill the Nemesis creature in *Black & White*? The rest of the level is hard enough but this creature seems invincible. If you could give me any pointers I would be really grateful.
Jonny No Name, by e-mail

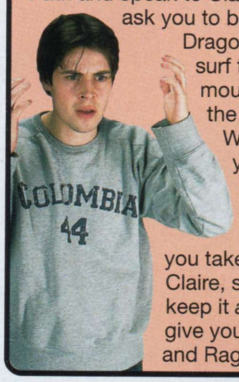
This is a tough one. As soon as you see Nemesis he'll transform into a creature who appears to be exactly the same as yours, only with amazing spell-casting abilities. So make sure you've got lots of miracles to hand – fireballs work well. He'll heal himself quickly at first, but keep firing because he'll lose the healing ability after a while. Just make sure you keep your health high at all times, and keep using fireballs and punches until he falls. Job well done.

POKÉMON GOLD

Dear GM,
I've just bought *Pokémon Gold* and it's amazing, but I'm stuck on the Blackthorn City Gym. I just can't seem to beat Claire. Any ideas?
Billy No Name, by e-mail



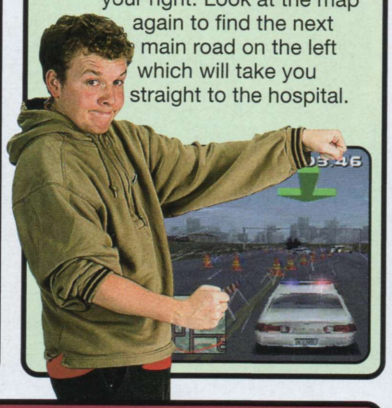
You don't have to beat up Claire. If you do as she asks you'll get cool prizes. Use Jynx and Lapra for this task. Push boulders through pits like you did in the Ice Path and speak to Claire. She'll ask you to bring her the Dragon Fang, so surf to the cave mouth behind the gym. Using Whirlpool, you should be able to grab the Item Ball. If you take it back to Claire, she'll let you keep it *and* she'll give you the TM24! and Raging Badge!



WSPC

Dear GM,
World's Scariest Police Chases is giving me pain. I need to escort the ambulance to the hospital but the stupid thing is too slow and I always run out of time!
Gareth Shields, Glasgow

This is a nightmare. We were getting well annoyed with this level until we worked out that you don't have to follow the arrow. The CPU recommends the shortest route, but it's not the quickest, as there are loads of corners and you have to slow down to make sure the stupid ambulance is still behind you. So, follow the arrow till you drive over the bridge. Now look at the map and take the main road on your right. Look at the map again to find the next main road on the left which will take you straight to the hospital.



F-ZERO

Dear GM,
I'm lucky enough to own both a GBA and a copy of *F-Zero*. Could you tell me how to unlock some of the cars?
Richard Wright, London

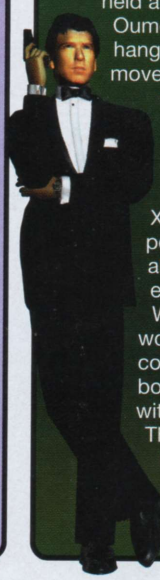
This is going to be a tough challenge. Never mind, here's all the info you need:

Dirty Joker	Beat Pawn, Knight and Bishop series on Standard setting.
Stingray	Beat Pawn, Knight and Bishop series on the Expert setting.
Silver Thunder	Beat Pawn series on Master setting.
Falcon MK-2	Beat Pawn, Knight, Bishop and Queen series on Expert setting.
Fighting Comment	Beat every series on Master setting.
Jet Vermillion	Beat every series on Master setting with each vehicle. Alternatively, complete Championship mode 255 times.

CLASSIC CZ

GOLDENEYE

Dear GM
I've been playing *Goldeneye* recently, but I can't pass the Train level on 00 Agent mode. How do I get the password and get out in time?
Ben Ny, London



Although you may not feel like it you'll have to save Natalya, the woman who gets in your way when you're trying to shoot down the enemy. She's being held at gunpoint by Oumorov, and Xenia is hanging around too. If you move to the right and set your gun to Auto Fire you should be able to take out Oumorov and Xenia quickly. But if you miss Xenia, have another pop or you'll only have about four seconds to escape the train. When Natalya starts working on the computer, melt the bolts on the trap door with your watch laser. Then, once Natalya has cracked the code, you'll have 20 seconds to escape.

EXTERMINATION

Dear GM,
I bought *Extermination* for my PS2 and I'm stuck on the final boss. Everything goes wrong when he boards the hovercraft. What do I do?
Tom Stevens, Portsmouth

That'll be Origin, then. He seems quite hard at first, but he doesn't like it when you shoot him with the Gatling gun. Don't worry, we've sussed this one for you. As soon as Origin hops on the hovercraft, run for the Gatling gun and shoot at the monster's yellow core until he collapses. Now Origin will release the HO-213 doppelganger. Hop on the crates to avoid the hydras and fire an Ultimate Missile at the deck to destroy them. Then hide behind the crates to avoid the gunfire and, when it stops, step out and fire grenades and missiles at the boss.

PERFECT DARK

Dear GM,
I'm having a hard time with *Perfect Dark* on N64. I've unlocked a lot of extras but I need your help to find the rare ones. Thanks.
Daniel, West Derby

We're not surprised you're having a hard time. *Perfect Dark*'s rock. Hope these are rare enough for you.

Invincibility – complete Area 51: Level in under 3 minutes, 50 seconds on Agent setting.

Invisibility – complete the G5 Building: Reconnaissance Level in under 1 minute, 30 seconds.

All Weapons – complete Skedar Ruins: Battlefield in under 7 minutes, 7 seconds on Perfect Agent setting.

Infinite Ammo and No Reloads – complete Air Base: Espionage in under 3 minutes, 11 seconds on Special Agent setting.

Play as Elvis – complete Area 51: Escape level in under 7 minutes, 59 seconds on Perfect Agent mode.

Psychosis Gun (Jo Solo Mode) – complete Chicago: Stealth Level in under 2 minutes as Perfect Agent.

Trents Magnum (Jo Solo Mode) – complete Crash Site: Confrontation level in under 2 minute, 50 seconds.

Farsight (Jo Solo Mode) – complete Deep Sea: Nulify Threat in under 7 minutes, 27 seconds on the Perfect Agent setting.

#53 FINAL FANTASY 10

Games
Master

TIPSTER

Rick Moulton

The Guide

LATEST GAMES BUSTED!... TOP TIPPAGE!... THE LATEST GAMES BUSTED!... TOP TIPPAGE!... THE

If you think crankshaft is a rude word, and 4WD is something you spray on squeaky hinges, you need our indispensable guide to becoming a *Gran Turismo* grease monkey. Ready? Let's get our hands dirty.

GRAN TURISMO 3 A-SPEC

Under the Bonnet

GT3's Gran Turismo mode isn't just about putting pedal to metal. To succeed you've got to be a mechanic as well as a racing driver. That way you can tweak and tune an off-the-peg road car into a monster racing machine. Here are the basics...

Each car has a different engine position: front, near the middle, or the rear; which either powers the front, rear or all four wheels. (See Glossary.)

The suspension cushions the driver from bumps and keeps the wheels in contact with the road.

The drive train transfers power to the wheels and varies the amount of torque (turning force).

The turbo-charger adds much more power by pumping extra air into your engine. Very useful.

Lots of tyres are available, suited to different road (or off-road) conditions. On long races, a wear indicator shows when you need a pitstop.

Off to a Good Start

Choosing the right car to start with is vitally important in Gran Turismo mode. Pick the wrong one and you could be stuck with a slow, unresponsive crate that won't win you a penny.

You begin with 18,000 credits in the kitty, which is enough to buy one of 10 different cars. Sadly there are no second-handers in *GT3*, so you'll have to buy a brand new model.

- Your first stop should be the dealership area. The affordable cars can be found only in Japan, the USA and Germany, but you're best spending your cash in cheap but very cheerful Japan for now.
- Next, see below for reviews of each of the cars you can afford. Don't automatically plump for the most expensive one – you might not be able to handle it. Also, try to leave yourself some change with which to buy extra parts.
- When buying a car, consider your own experience. If you're a *GT* 1 and 2 veteran, or if you've already passed a licence test or two, try the more expensive models. If you're not, it's best to choose a cheaper, easier-to-handle vehicle.
- Check a car's speed by measuring its horsepower (bhp) against its weight (kg). Also, beginners should steer clear of front-drive (FF) cars, as they are much harder to corner in than rear-wheel (FR) and 4WD ones.
- Before you make your final choice, check the list of prize cars on page 65. There's no point buying a car when you can win one for free.

▲ The world is your oyster, and here are the pearls.

The Cars

Read our advice and choose carefully from the 10 cars available to buy at the start.

Daihatsu Cuore
63bhp, FF, Turbo.
Very weedy. Even a basic tune-up won't make much difference. You'll struggle to win most races. 2/10

Daihatsu Sirion X4
118bhp, 4WD, Turbo.
Nippy around bends but lacks straight line speed. 4WD allows easy corner taking for novices. 8/10

Mazda Demio
98bhp, FF, No Turbo.
Slow with heavy handling – it won't impress newbies. Not much good without a turbo. 2/10

Mazda MX-5
128bhp, FR, No Turbo.
Won't leave much change, but you won't need it. A top car for more seasoned *GT* players. 9/10

Suzuki Alto Works
63bhp, 4WD, Turbo.
In top gear the Alto really moves – but you'll hardly ever reach it because of poor acceleration. 5/10

Toyota Yaris Euro Edition
86bhp, FF, No Turbo.
It looks sporty, but you're not going to get much muscle out of this without adding a turbo. 5/10

Toyota Sprinter Trueno
128bhp, FR, No Turbo.
A good car, but there's no point buying it as it's the first one that you can win for free. 7/10

Toyota Yaris RS 1.5
128bhp, FR, No Turbo.
The 1.5 accelerates better than its brother but lacks straight line speed. Needs a turbo, really. 7/10

Chrysler PT Cruiser
149bhp, FF, No Turbo.
This is more truck than car. It's powerful but very heavy. The dearest and hardest to drive. 6/10

Volkswagen New Beetle 2.0
115bhp, FF, No Turbo.
Looks cute but isn't built for racing – it's heavy with a poor top speed. And you can't turbo it. 4/10

Be a Genius

This game's not just about great driving and mechanics. To be a true *GT* genius you'll need to, erm, *bend* the rules from time to time. Here are a few sneaky tips...

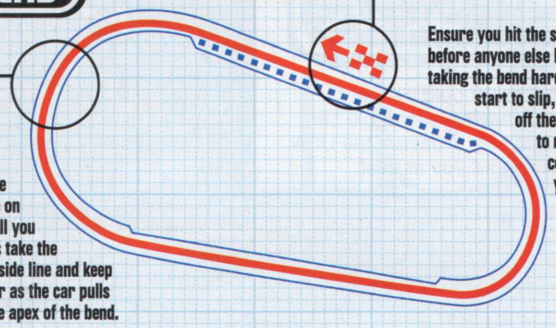
We haven't covered driving skills in this guide (because the game does a fine job itself), but always remember the phrase 'slow in, fast out'.

When taking licence tests, follow the colour-coded lines on the track. Blue means speed up; red means slow down, and white means do nothing.

There are no test drives available in this game so, if you find you don't like your first purchase, reset your PS2 and pick another car to drive off in instead.

Tracks

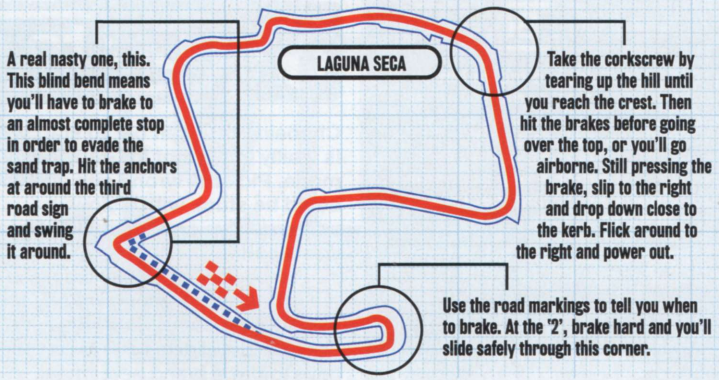
SUPER SPEEDWAY



This is the easiest of the two corners on this track. All you need to do is take the extreme outside line and keep on the power as the car pulls itself into the apex of the bend.

Ensure you hit the straight before anyone else by bravely taking the bend hard. If you start to slip, just ease off the gas a bit to regain control of your car.

LAGUNA SECA

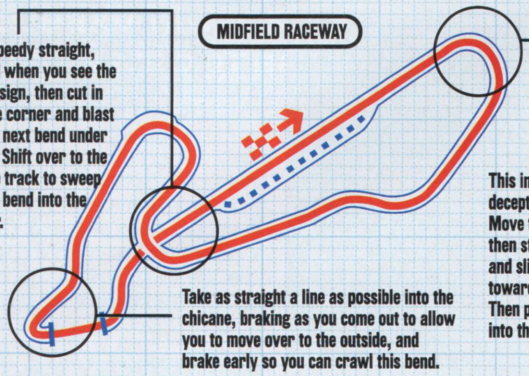


A real nasty one, this. This blind bend means you'll have to brake to an almost complete stop in order to evade the sand trap. Hit the anchors at around the third road sign and swing it around.

Take the corkscrew by tearing up the hill until you reach the crest. Then hit the brakes before going over the top, or you'll go airborne. Still pressing the brake, slip to the right and drop down close to the kerb. Flick around to the right and power out.

Use the road markings to tell you when to brake. At the '2', brake hard and you'll slide safely through this corner.

MIDFIELD RACEWAY

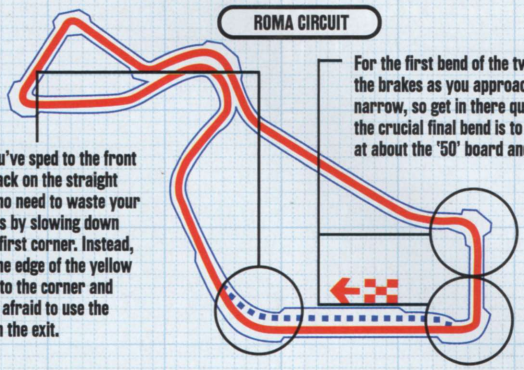


After the speedy straight, brake hard when you see the right-turn sign, then cut in close to the corner and blast around the next bend under the bridge. Shift over to the right of the track to sweep around the bend into the next sector.

This innocent bend is deceptively tricky. Move to the far left, then stab the brakes and slide inwards towards the centre. Then power out and into the next bend.

Take as straight a line as possible into the chicane, braking as you come out to allow you to move over to the outside, and brake early so you can crawl this bend.

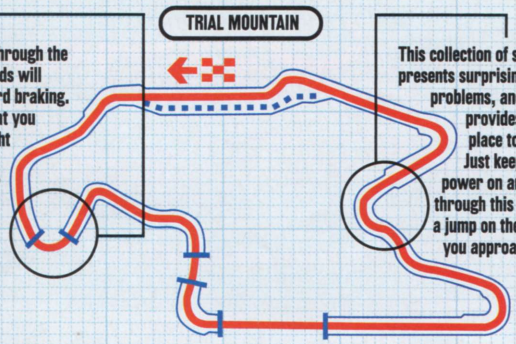
ROMA CIRCUIT



Once you've sped to the front of the pack on the straight there's no need to waste your progress by slowing down for this first corner. Instead, follow the edge of the yellow boxes into the corner and don't be afraid to use the kerbs on the exit.

For the first bend of the two, be early on the brakes as you approach. The road is narrow, so get in there quick. The key to the crucial final bend is to start braking at about the '50' board and turn in early.

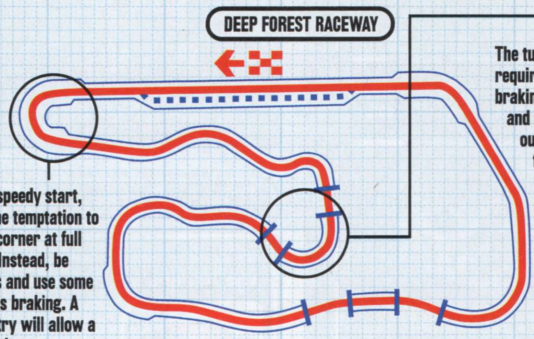
TRIAL MOUNTAIN



After the speed through the tunnel, these bends will require more hard braking. Slow down so that you can enter the right turn, before hitting the power and lifting off the gas slightly so you can nip through the tight walled chicane.

This collection of small kinks presents surprisingly few problems, and even provides a decent place to overtake. Just keep the power on and slide through this bend to get a jump on the others as you approach the line.

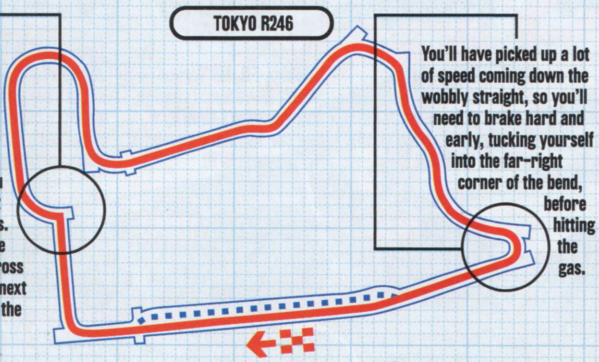
DEEP FOREST RACEWAY



After a speedy start, resist the temptation to hit this corner at full whack. Instead, be cautious and use some generous braking. A slow entry will allow a faster exit.

The tunnel on this bend requires just a touch of braking on the way in, and again on the way out. If possible, try to use the power-sliding technique to keep your speed level, or you could find yourself in the grass verge.

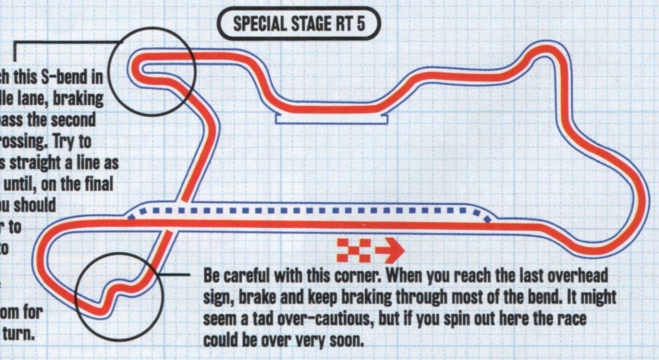
TOKYO R246



After you've taken the first bend, take the short straight on the right-hand side and brake when you see the first set of rumble strips. Slide over to the left and aim across the apex of the next bend as you hit the power.

You'll have picked up a lot of speed coming down the wobbly straight, so you'll need to brake hard and early, tucking yourself into the far-right corner of the bend, before hitting the gas.

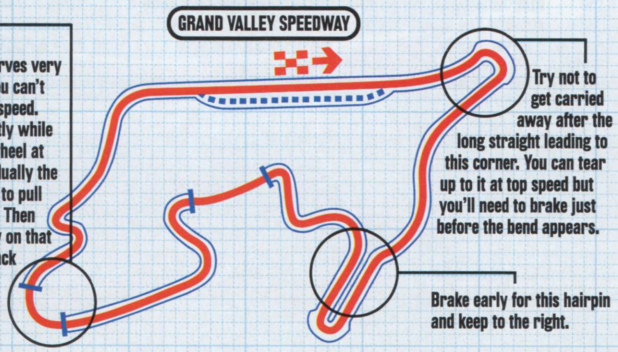
SPECIAL STAGE RT 5



Approach this S-bend in the middle lane, braking as you pass the second zebra crossing. Try to follow as straight a line as possible until, on the final bend, you should pull over to the left to give yourself more room for the next turn.

Be careful with this corner. When you reach the last overhead sign, brake and keep braking through most of the bend. It might seem a tad over-cautious, but if you spin out here the race could be over very soon.

GRAND VALLEY SPEEDWAY

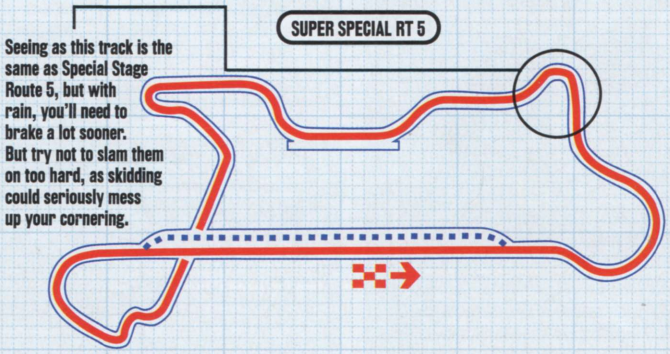


The tunnel curves very slightly, so you can't take it at full speed. Ease off slightly while keeping the wheel at full lock. Gradually the car will start to pull into the right. Then you must stay on that side of the track for the next sharp right.

Try not to get carried away after the long straight leading to this corner. You can tear up to it at top speed but you'll need to brake just before the bend appears.

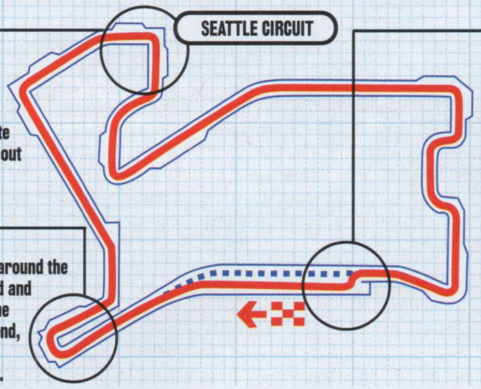
Brake early for this hairpin and keep to the right.

SUPER SPECIAL RT 5



Seeing as this track is the same as Special Stage Route 5, but with rain, you'll need to brake a lot sooner. But try not to slam them on too hard, as skidding could seriously mess up your cornering.

SEATTLE CIRCUIT

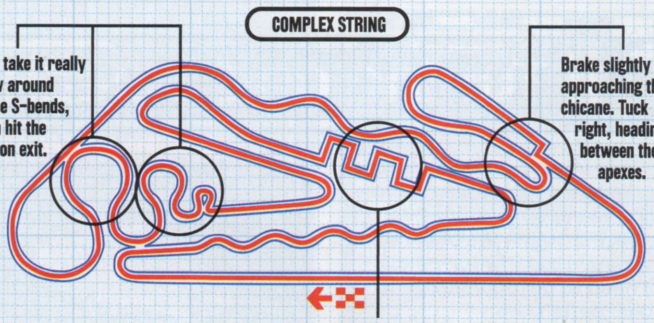


At the '50' board, brake and start to slide. Accelerate and straighten out for the next right-hander.

Brake hard at around the 50 metre board and turn close to the inside of the bend, allowing you a faster getaway.

Following the run of high speed straights, get back on the brakes early here and tuck in tight to the apex of the bend. There is a run-off area but you'll lose time entering it, so make sure you don't go too wide.

COMPLEX STRING

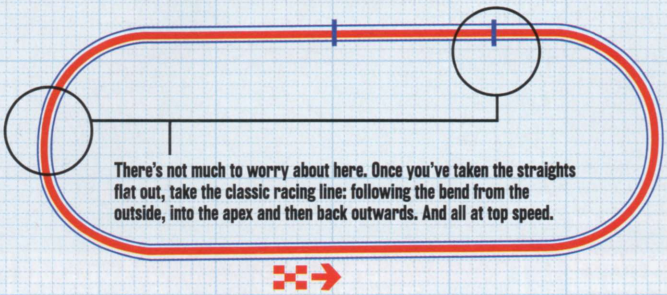


Just take it really slow around these S-bends, then hit the gas on exit.

Brake slightly on approaching the chicane. Tuck right, heading between the apexes.

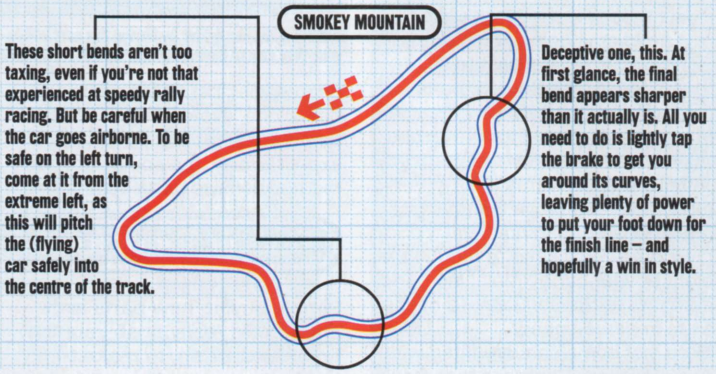
These corners may be right-angles, but tackle them as if they were a sequence of chicanes one after the other. Just do the same as you would for the chicane above.

TEST COURSE



There's not much to worry about here. Once you've taken the straights flat out, take the classic racing line: following the bend from the outside, into the apex and then back outwards. And all at top speed.

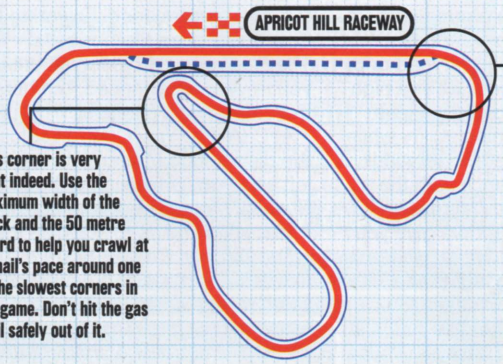
SMOKEY MOUNTAIN



These short bends aren't too taxing, even if you're not that experienced at speedy rally racing. But be careful when the car goes airborne. To be safe on the left turn, come at it from the extreme left, as this will pitch the (flying) car safely into the centre of the track.

Deceptive one, this. At first glance, the final bend appears sharper than it actually is. All you need to do is lightly tap the brake to get you around its curves, leaving plenty of power to put your foot down for the finish line – and hopefully a win in style.

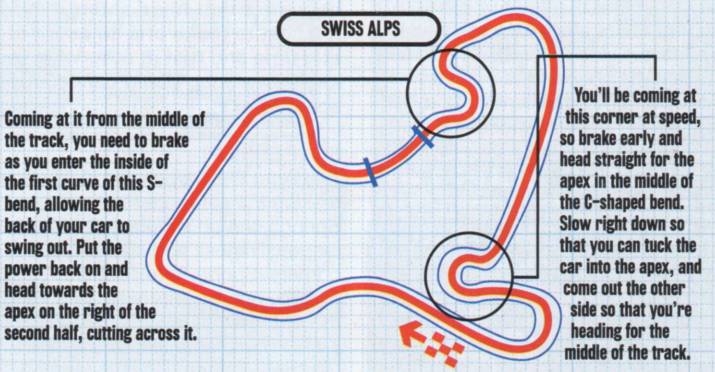
APRICOT HILL RACEWAY



This corner is very tight indeed. Use the maximum width of the track and the 50 metre board to help you crawl at a snail's pace around one of the slowest corners in the game. Don't hit the gas until safely out of it.

Treat this sweeping corner in two parts. Hit the brakes and slide around the first kink, but don't drift out too wide as you repeat the process for the second kink. Hit the power once again, and pull over to the left.

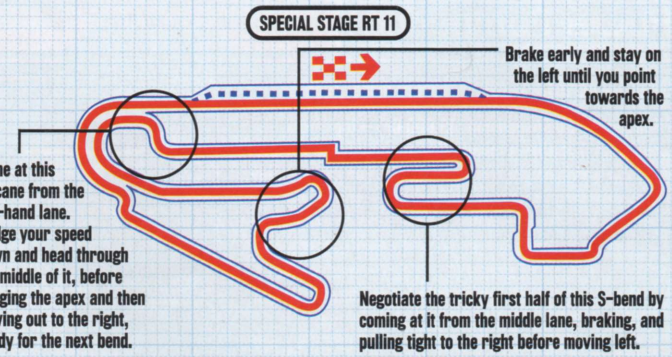
SWISS ALPS



Coming at it from the middle of the track, you need to brake as you enter the inside of the first curve of this S-bend, allowing the back of your car to swing out. Put the power back on and head towards the apex on the right of the second half, cutting across it.

You'll be coming at this corner at speed, so brake early and head straight for the apex in the middle of the C-shaped bend. Slow right down so that you can tuck the car into the apex, and come out the other side so that you're heading for the middle of the track.

SPECIAL STAGE RT 11

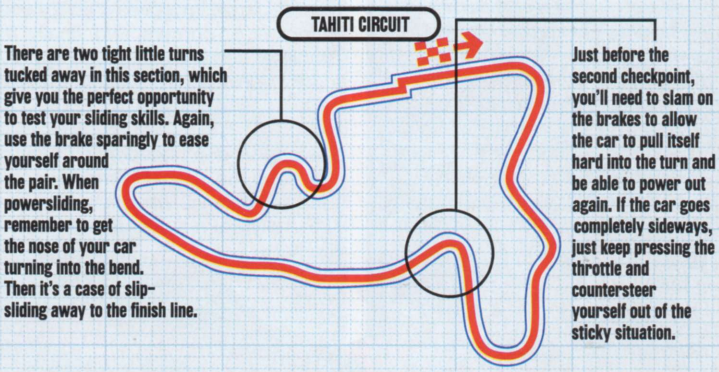


Brake early and stay on the left until you point towards the apex.

Come at this chicane from the left-hand lane. Nudge your speed down and head through the middle of it, before hugging the apex and then moving out to the right, ready for the next bend.

Negotiate the tricky first half of this S-bend by coming at it from the middle lane, braking, and pulling tight to the right before moving left.

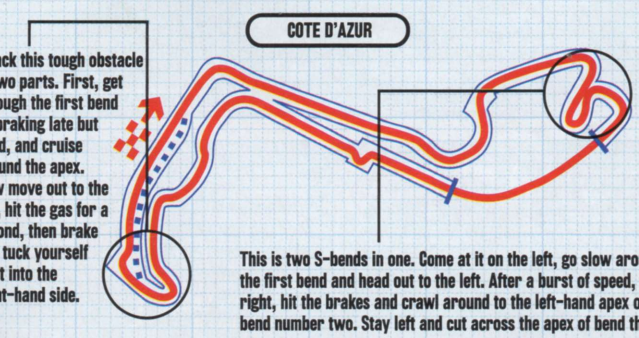
TAHITI CIRCUIT



There are two tight little turns tucked away in this section, which give you the perfect opportunity to test your sliding skills. Again, use the brake sparingly to ease yourself around the pair. When powersliding, remember to get the nose of your car turning into the bend. Then it's a case of slip-sliding away to the finish line.

Just before the second checkpoint, you'll need to slam on the brakes to allow the car to pull itself hard into the turn and be able to power out again. If the car goes completely sideways, just keep pressing the throttle and countersteer yourself out of the sticky situation.

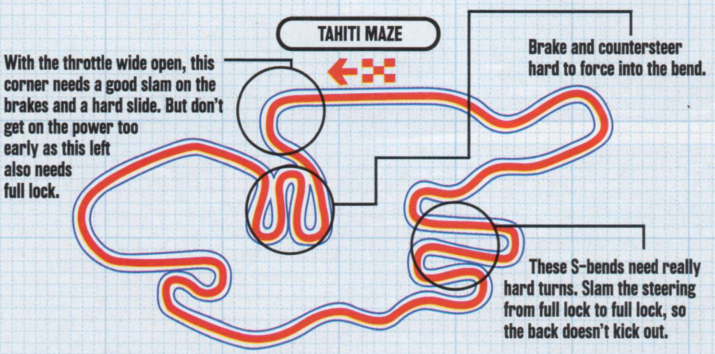
COTE D'AZUR



Attack this tough obstacle in two parts. First, get through the first bend by braking late but hard, and cruise around the apex. Now move out to the left, hit the gas for a second, then brake and tuck yourself tight into the right-hand side.

This is two S-bends in one. Come at it on the left, go slow around the first bend and head out to the left. After a burst of speed, tuck right, hit the brakes and crawl around to the left-hand apex of bend number two. Stay left and cut across the apex of bend three.

TAHITI MAZE

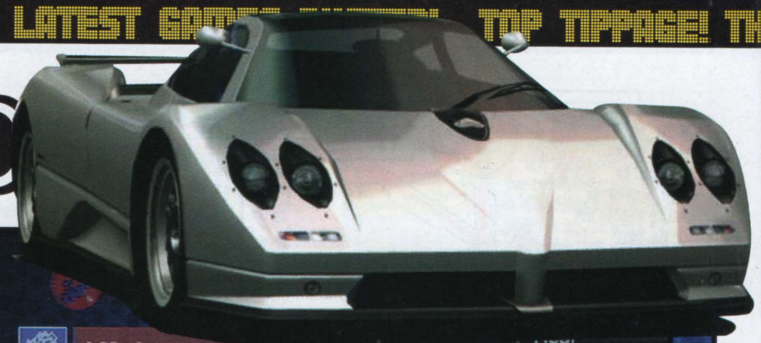


With the throttle wide open, this corner needs a good slam on the brakes and a hard slide. But don't get on the power too early as this left also needs full lock.

Brake and countersteer hard to force into the bend.

These S-bends need really hard turns. Slam the steering from full lock to full lock, so the back doesn't kick out.

Tuning and Tweaking



Most cars you buy in *GT3* are road cars, designed for nothing more exciting than popping down to Sainsbury's. To get the best racing performance out of your vehicle you'll need to get yourself off to the local parts shop.

Tuning Tips

- Some cars (like the Mazda MX-5) won't need any tuning at all for the first few races, so it's best to save your money for the Stage 2 parts, which will make more of a difference.
- It's best not to head for the turbos until you feel ready. Instead, begin by purchasing sports tyres and suspension to improve your car's overall grip and road holding.
- Over time you'll need to reduce the weight of your car by replacing parts with much lighter versions – a cheap way to improve speed.
- Note that some cars are fitted with a turbo-charger. For those that aren't, you can either fit one or buy the NA (naturally aspirated) tune-up, which produces a similar result.
- Finally, don't spend too much money on one car. You may find it's not eligible for some races and it's often easier just to buy (or win) a better one. (Note, the prices listed below are what you can usually expect to pay, but some cars need more expensive parts than others.)

▲ Making the car lighter by buying this part will be your first step to increasing your speed.

Tweak Techniques

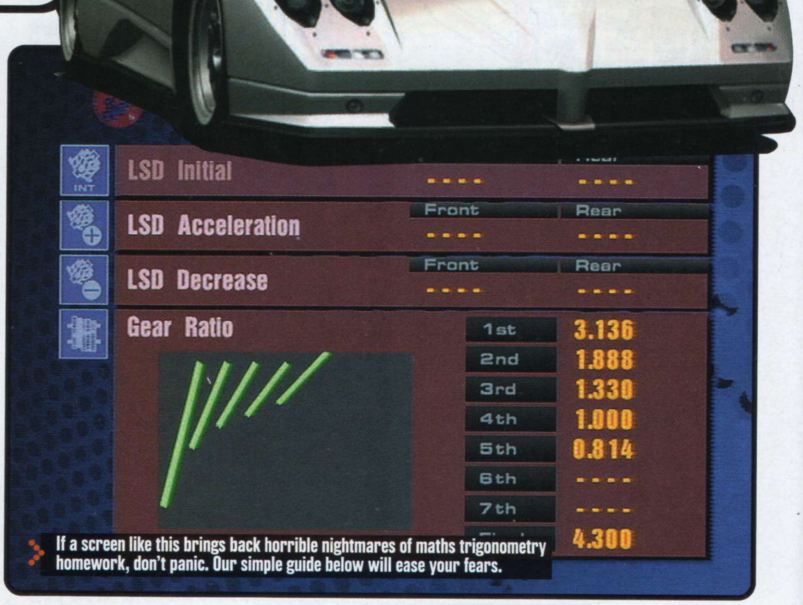
Simply buying new parts isn't enough. To really push your lap times and, often, to make tricky tracks easier, you'll need to become a dab-hand at fine-tuning. It's best to make one adjustment at a time and test it, otherwise too much tweaking could cancel out some effects.

SUSPENSION

Tweaking the suspension is all about making the car more responsive. Springs can be stiffened to increase responsiveness and speed around corners (*Spring Rate*); general stability can be improved by setting the *Ride Height* lower, and oversteer and understeer is affected by the *Damper*. A slight negative *Camber Angle* improves grip, while increasing the *Toe Angle* improves stability over bumps or on corners, and, finally, the *Stabiliser* can be adjusted to improve stability on smooth or rough tracks.

BRAKES

The brakes don't need much tuning. Adjusting the *Brake Balance* affects the car's balance when braking. Generally, set it higher at the front than at the rear.



If a screen like this brings back horrible nightmares of maths trigonometry homework, don't panic. Our simple guide below will ease your fears.

DRIVE TRAIN

Tweaking the drive train changes the car's acceleration and handling. The *LSD* (*Limited Slip Differential*) affects stability and handling around corners. Setting the *LSD Acceleration* high gives fast acceleration and road grip, but handling is reduced, while a high *LSD Decrease* setting allows great grip, stability and turning ability while braking, but not while accelerating. Try to strike up a balance with the LSD Acceleration and Decrease. Bigger *Gear Ratio* numbers give you more acceleration and revs, while smaller numbers give higher top speeds but less acceleration. The final ratio affects all the gear ratios at once, allowing you to easily fine-tune your gears for different tracks.

AERODYNAMICS/ELECTRONICS

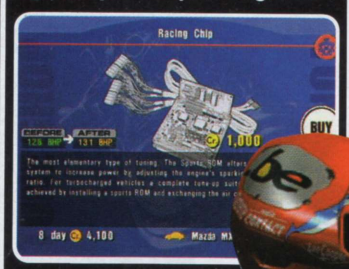
Increasing both the front and rear *Downforce* makes the car more stable at high speeds but sacrifices top-end performance. Lowering the downforce does the opposite.

The *Electronics* are best left unless you're very experienced, but here are the basics:

- *AYC* (Active Yaw Control) adjusts the distribution of torque between the left and right wheels, and the *Active Stability Manager* controls braking force, which helps to stabilise the car.
- The *Traction Control System* (*TCS*) slows the rotation of a drive wheel when it feels it has lost traction – which allows it to regain grip – while the *VCD Controller* (*Variable Centre Differential*) adjusts the power between the front and rear wheels on 4WD cars. Got all that?

Budget Buys

- **Sports Exhaust (1,500 Cr) – a cheap way to improve performance and prepare the engine for some souping later on.**
- **Racing Chip (1,000 Cr) – hidden in the Engine section lies this cheap but effective part that can boost your horsepower.**
- **Sports Suspension (3,000 Cr) – lets you alter factors like ride height and camber (see Tweaking). Also makes cornering easier and softens the impact with bumps.**
- **Sports Tyres (5,000 Cr) – vastly improves grip. Avoid Simulation tyres as they're incredibly hard to use.**
- **Turbo Kit Stage 1 (4,500 Cr) – gives low bhp cars a new lease of life. If the bhp is high, save your money for a Stage 2 kit.**



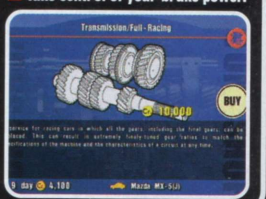
▲ A cheap but oh-so cheerful chip.

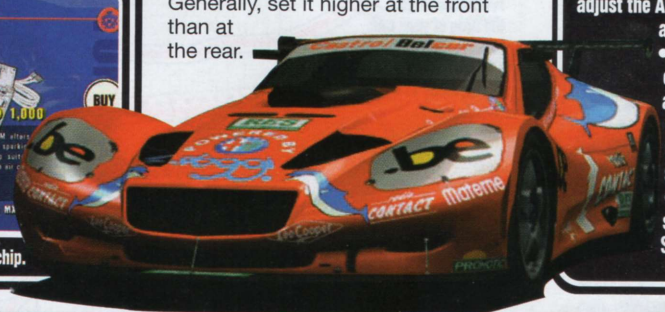
Power Pampering

Expensive parts for people with more money than sense.

- **Full Customise Suspension (15,000 Cr) – top class suspension that allows minute fine-tuning of every aspect of the car's ride height, spring rate, etc. For experts only.**
- **Brake Balance Controller (10,000 Cr) – allows you to adjust the Anti-Lock Braking System (ABS) so understeer and oversteer can be set to your preferences.**
- **Racing Exhaust (4,500 Cr) – enables the engines of high-speed cars to obtain a larger air intake, increasing the horsepower.**
- **Full Racing Transmission (10,000 Cr) – with this overhaul you can adjust the gear ratios for specific races and conditions at any time.**
- **Turbo Stage 2/3 (12,500 Cr) – except in high-speed races, Stage 2 or 3 turbos will suffice. Some cars won't accept any above Stage 2.**

▲ Take control of your brake power.





Be a Genius cont.

The Jap version of *GT3* had secret F1 cars, but you'll have to race to the end of the Professional League to see what the PAL version's got in store for you...

Remember that the only way you'll be able to tune your car is if you've bought the relevant part. Shop-bought models have only the bare bones for racing.

In Arcade mode, you can unlock new tracks by beating each tier of tracks on Easy level. Win all 20 races and you'll see a special end sequence.

There's a hidden Professional difficulty level lurking in Arcade mode. Simply hold down L1 and R1 on the Difficulty Select screen to find it.

Secret Stuff

You may have to put in a lot of effort, but at least *GT3* offers some decent rewards.

In Gran Turismo mode, winning Gold in all the races in an event will bestow a special prize car upon you. Sometimes you'll see silhouettes of four cars on offer, but only one is awarded. Sadly, only the computer gets to pick which one you win.

Winning prize cars is a tough but cheap way of expanding your garage. Many prize cars are slightly different versions of the ones you buy at the dealers – but they're not always better. And, of course, if you don't like your prize (or you already own it), just sell it.

Beginner League

You can boost your garage quickly this way...

Event	Prize Car (or random choice)
Sunday Cup	Toyota Sprinter Trueno
Clubman Cup	Mazda Eunos Roadster
FF Challenge	Toyota Yaris RS 1.5
FR Challenge	Nissan Silvia K's 1800cc
MR Challenge	Toyota MR-S Edition
4WD Challenge	Suzuki Altoworks Sports
Lightweight K-Cup	Mini Cooper 1.3i
Stars & Stripes Champ.	Chevrolet Camaro SS
Spider & Roadster Cup	Mazda Roadster RS
'80s Sports Car Cup	Mazda Savanna RX7 Infini III
Race of NA Sports	Honda CR-X Del Sol SiR
Turbo Race of Turbo Sports	Daihatsu Cuore Tr-XX
Tourist Trophy	Audi TT 1.8T Quattro (1 of 4)
Legend of Silver Arrow	Mercedes SLK 230 Kompressor
Altezza Race	Celica SS-II / ST202 (2 of 4)
Vitz Race	Yaris RS 1.5 (1 of 4)
Honda Type-R Meeting	Civic Type R / SiR-II, (2 of 4)
Mitsubishi Evolution Meeting	Lancer Evolution IV GSR
Beetle Cup	New Beetle RSi (1 of 4)
Gran Turismo World Champ.	Skyline V-Spec II/Roadster/ Lancer VI/ Celica GT-Four
Gold on All Beginner Races Sequence	Lancer Evolution V GSR & credits

Amateur League

By now your garage should be growing nice and fat.

Event	Prize Car (or random cars)
Japanese Championship	Impreza WRX/ Evolution IVGSR/ FTO GP Ver. R/ Mazda RX-7
American Championship	Impreza Sedan/ Audi TT 1.8T/ Mazda RX-7/ Chevy Camaro
European Championship	Gillet Vertigo/ Lotus Elise/ Skyline V-Spec/ Mini Cooper
Gran Turismo World Champ.	Nissan Z Concept/ Mazda RX-8/ Nissan Silvia/ Toyota GT-One
Deutsche Tourenwagen Chall.	VW Beetle Cup Car/ VW Lupo/ RUF3400S/ Astra Touring Car
FF Challenge	TRD Celica Sports M
FR Challenge	Toyota Sprinter Trueno GT Apex
MR Challenge	Honda NSX Type S Zero
4WD Challenge	Mitsubishi Lancer Evo VII GSR
Stars and Stripes Grand Champ.	Spoon S2000 Race Car
Boxer Spirit	Subaru Legacy Blitzer B4
'80s Sports Car Cup	Nismo Skyline GTR S-Tune
Race of NA Sports	Mazda RX-8
Turbo Race of Turbo Sports	Lancer Evolution VI
Gran Turismo All Stars	Skyline GTR/ Raybrig NSX/ Mine's Skyline/ Ford GT40
All Japan GT Championship	Honda NSX/ Denso Supra/ Zexel/ Calsonic Skyline
Tourist Trophy	Audi S4 (1 of 4)
Race of Red Emblem	Nismo 400R
Legend of Silver Arrow	Mercedes CLK Touring Car
New Generation Sports	Altezza LM/ Tom's X540 Chaser/ Yaris RS 1.5
Type-R Meeting	NSX Type R/ Spoon S2000/ Mugen S2000/ S2000
Mitsubishi Evolution Meeting	Lancer Evolution VI Rally Car
Dream Car Championship	Impreza LM/ Honda S2000/ Mazda RX-7 LM/ FTO LM
Gold on All Amateur Races	Chrysler Viper GTS-R & extended credits sequence

▲ And Bully's mystery star booby prize is...?

Licence Prizes

Get a Gold rating on all driving licence tests and you'll also win a prize car. Here they are:

B Licence: Mazda Roadster RS
A Licence: Mazda RX-8
iB Licence: Nissan Z Concept Car
iA Licence: Aston Martin Vanquish
S Licence: Dodge Viper GTSR Concept Car
Rally Licence: Subaru Impreza Prototype

Glossary

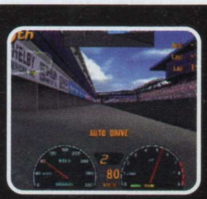
4WD (Four Wheel Drive) – all four wheels are powered by the engine. 4WD cars tend to understeer on entering and oversteer on exiting a corner.
ABS – anti-lock braking system: a computer and hydraulic system that stops the brakes from locking up the wheels.
BHP (Brake Horsepower) – unit used to gauge the power of an engine, measured by the resistance of a brake.
Body Roll – the way the car moves on its suspension on a corner. Bad if too high.
Camber – the angle at which the tyres touch down on the road.
Combustion – the explosion of burning fuel and air that powers a car's engine.
Differential – a gear that allows one drive wheel to rotate faster than the other when cornering.
Downforce – the aerodynamic effect that presses the car down onto the track.
Drive Wheel – a wheel that is powered by the engine (see FF, FR, MR, 4WD).
Fishtailing – the result of wheelspin. The tyre(s) slide and you lose traction.
FF – a front engine, front drive car. These are the hardest to drive around corners, as they tend to understeer.
FR – a front engine, rear drive car. These have a tendency to oversteer, but you can easily slide them around corners.
Gear Ratio – the setting of the gears that allows you to tune acceleration and speed.
Limited Slip Differential (LSD) – a system that transfers the power to the wheels when they start to lose traction.
MR – a Rear wheel drive car where the engine is situated towards the middle of the body.
Naturally Aspirated (NA) – a type of engine that is not turbo-charged.
Oversteer – when the back of the car wants to slide out. Caused when the rear tyres have less grip than the front.
Ride Height – the height the car sits above the road, adjusted by the suspension.
Stabiliser – also known as an anti-roll bar, it resists body roll when cornering.
Torque – the measurement of the twisting or turning force.
Traction – the amount by which a car's wheels stick to the road.
Traction Control System (TCS) – a device that slows the rotation of a drive wheel when it loses traction, allowing it to regain grip.
Transmission – the system of rods and gears that transmit power from the engine to the wheels.
Turbocharger – a device that pumps pressurised air into the engine, thus producing more power.
Understeer – when the car doesn't want to turn into the turns because the front tyres have less grip than the rear.
Weight Transfer – the transfer of weight when accelerating/braking. The reason that front brakes should be set higher that rear ones.
Wheelspin – when a wheel locks up and simply slides (see ABS).

To win the Suzuki Escudo Pike's Peak Version rally car, simply earn yourself a gold medal in every one of the Gran Turismo mode rally races.

Complete 50% of the game on Gran Turismo mode and you're rewarded with the lovely Corvette C5R. Pity you can't pick your own colour.

Don't forget to visit the GT auto shop every now and then to give your car an oil change (250 Cr). This will give you a cheap horsepower boost. Cool!

On longer races, especially in Endurance mode, pitstops are essential. Keep an eye on the tyre wear indicator to know when to stop.



Your Shout

THE EDITOR

Welcome to the bit of GM you write! We're after your letters, game ideas, pics and reviews. The best stuff gets top gaming booty. Simply cram your stuff in an envelope, fill out the coupon on page 69 and heave it all over to us at: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Or, if you're down with that web thang, e-mail: gamesmaster@futurenet.co.uk. Don't forget, we read absolutely everything you send us!

Robin Alway

A bumper pile of streetwise opinion from the planet's coolest readers. To get involved, scrawl a letter and get yourself heard! Mark the envelope 'Your Shout' and slip in the coupon on page 69.

YAY FOR GBA!

Dear GamesMaster,

Why do people always think of handhelds as being different from home consoles? I got my GBA on the day of its release (which was my birthday too, so cake, candles and a good time was had by all!) and judging by *Tony Hawk's 2* I can say I may not bother with a PS2, Xbox or GameCube. If Sega take note of Ninty's plan to re-release 16-bit classics, then GBA will have *Streets of Rage, Shinobi* and (hopefully) *Sonic and Knuckles* together on one game, not forgetting all the other developers who may get together to make other great games. Who cares about playing PS2, GameCube or Xbox on the net? I can even play my GBA while sitting on the bog!

Andrew Elliot, Portadown

▲ *Tone* on your GBA, a pleasantly warmed bog seat and no interruptions. It doesn't get any better...

What a lovely mental image to leave us with, Andrew. But, hey, you're not wrong. GBA is the business. It's just a shame that we have to pay £90 for it when our lucky mates in Japan can pick one up for £60 and spend the remaining cash on sweets so advanced that you can't even buy them over here. Damn them.

SHOW ME THE SEGA!

Dear GamesMaster,

Sega going multi-platform is the greatest news ever! Dreamcast has given a lot to the world of videogames and will always be remembered... Farewell my friend. Anyway, which console will have the greatest support from Sega? Because that's the console that I want. I was seriously considering getting a PS2, but when I saw *Jet Set Radio Future* and the announcment of a new *Panzer Dragoon* game for Xbox I changed my mind. There are so many games I want for PS2 (*Final Fantasy 10, Metal Gear Solid 2, Dark Cloud* and *Soul Calibur 2* to name a few), but if Sega aren't going to bother with PS2 then I'm not sure. Do you reckon they'll do multi-format versions of all the games or not? Anyway, I can't wait for this console war.

Debbie Deebles, North Wales

Oh, that's a tricky one and the answer looks like being all of 'em at the moment. The mighty S are touting their ace wares on every machine, you see. Get Xbox for Jet Set and you'll miss Super Monkey Ball on GameCube. Bwah! Hair tearing stuff. Don't forget PS2's getting the likes of VF4. Looks like Sega fans like yourself might have to start saving...

STAR LETTER

GAMING GIMMER!

Dear GM,

I must tell you all about my granddad. He's 78 and he plays computer games – he's crazy about them! His house is absolutely full of old and new consoles, from an Amiga to a PlayStation 2. But, here's the real surprise, he's actually good at playing games too! I thought I was the best at sport sims, but no more. He beat me 6-0 on *This Is Football 2*, and completely whipped me on *International Track and Field 2*! He must have broken some sort of record, like Oldest PS2 Player in the world. If I win Star Letter, could I get a PlayStation 2 game for my grandad?

Matthew Warrel, Lincoln

Give your gramps a "'big up, 'nuff respect, boooooo!" from the GM crew. Actually, don't – he won't understand what the hell you're talking about. Anyone else got an older grandparent that plays games and (important bit) is good at 'em?

Can your 80 year old nan do this on *This is Football 2*, or even in real life? Let us know.

STAR LETTER

GamesMaster

If you're the Star Letter writer you win a top game on the format of your choice, so get scribbling or typing right now!

gamesmaster@futurenet.co.uk

GBA DISMAY!

Dear GamesMaster,

As a big fan of handheld gaming I was really looking forward to GBA's release. I got my GBA in Hong Kong, together with a copy of *Super Mario Advance,* and it blew me away. The graphics are awesome and I was really looking forward to getting more titles for my GBA. At the time of buying it I hadn't read the full list of launch games, but now I have seen them I can't say I'm thrilled. I don't particularly like platform or driving games (I got *Mario Advance* to test the console out more than anything) but, with the exception of *Castlevania,* all the launch games fall into these categories. Why have the manufacturers concentrated so much on these types of game? Where are the RPGs, adventure and action games that I was looking forward to? Are any planned for the future? If they can make a game as graphically good as *Alone in the Dark* for GBC, why couldn't they do something similar in time for GBA's launch? Anyone want to buy a GBA?

Vicky C, e-mail

You're going to see everything on GBA from first-person shooters like Doom to adventures like Harry Potter. Give 'em a chance though, the machine's only been out for a

▲ Like driving games/hate driving games? It doesn't matter, this is *Mario Kart* on GBA for cripes sake!

few months. We know what you mean though, a survival horror game would make for some scary, hide-under-the-duvet action. (Er, if you can see the screen like that).

SOPHISTICATED SHOOTING

Dear GamesMaster,

I read the mag every month and see so many decent first-person shooters on PC, ie *Operation Flashpoint*, the *Half-Life* add-ons, *CounterStrike* and many more. Why can't these sort of games come out on PS2? I know we have *TimeSplitters*, *Quake 3* and *Unreal Tournament*, but I would much rather prefer these sorts of game. Maybe we will get them when PS2 goes online. Explain!

Kylus Carrigus, e-mail

The PC's going to continue to be the true spiritual home of the first person-shooter for a little while yet. But watch out for the likes of Half-Life and Deus Ex on PS2. And what about Red FactionP That's being converted for PC from PS2, rather than the other way round. So there.

WWF WISHLIST, CONTINUED...

Dear GamesMaster,

Would rival companies' employees be allowed to buy rival consoles, eg would a Microsoft employee be able to buy a Sony machine? Would the boss at Nintendo mind if his son plays on a Dreamcast at home? And could Sony employees play Pokémon on their Game Boys during breaks?

Thawdar, e-mail

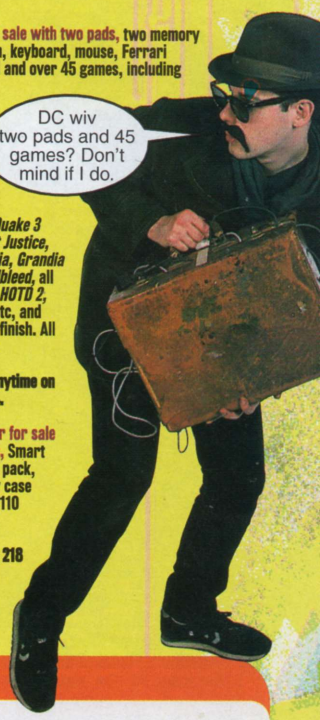
PS Sega Saturn's are, in fact, great! *Panzer Dragoon Saga* beats *Final Fantasy* in every department.

Oh, we reckon so. But they must draw the line at carrying your buttles in a Pikachu lunch box. Or wearing the matching pyjamas and slippers.

▲ Does Ken Kutaragi, inventor of PlayStation, spend lunch raising his monster levels? Yes.

CART BOOT SALE!

Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send it in with the coupon on p69!



Games For Sale

Duke Nukem: Time to Kill **for sale (£10), and** ***Street Fighter – Ex Plus*** **(£10). Also willing to swap PSone with a memory card, two controllers, and 13 games, including** ***WWF Smackdown 2***, ***Star Trek Invasion*** **and** ***Time Crisis +*** **lightgun for a PS2.**
Call Graham on 01252 333 044.

Three PlayStation games for sale, including ***James Bond: The World is Not Enough*** **(£20),** ***Mission Impossible*** **(£15),** ***Small Soldiers*** **(£15), or I will sell the lot for £40 with a free cheat book. Also for sale is a Game Boy Classic with seven games, a light magnifier, carry case and battery pack. It's in brilliant condition and the games include** ***Super Mario*** **1 and 2, and** ***Small Soldiers.***
Call John on 01226 715 431.

Games Wanted

Looking for an English version of ***Dragon Ball Z Ultimate Battle 22.*** **Will pay around £20 max.**
Call 01478 612 894 and ask for Donald.

Wanted: ***Command & Conquer Tiberian Sun*** **or any** ***C&C*** **for PSone, at an affordable price. I also would love to have a pen pal with an e-mail address. You mustn't be below 20 years of age.**
Write to Mustapha S.O, African Kitchen, PO Box 520, Area One, Garki Abuja, Nigeria.

I want ***Syphon Filter*** **for PSone. Will possibly swap, or pay up to £10 + P&P, depending on game condition.**
Phone Trevor on 01289 304 016.

I would like to buy ***Dragon Ball Z Legend*** **and** ***Ultimate Battle 22*** **for PSone. I will pay £15 for each, or swap** ***Street Fighter the Movie, Tekken 3, Spice World*** **or** ***South Park Rally.*** **Make sure they're PAL versions.**
Phone Chris on 01902 673 008 after 5pm.

Wanted: Sega Dreamcast with joypad, VMU and at least one game. Will pay around £75 for it.
Contact James on 01924 476 586 please. I'm desperate.

I'm looking for a fully functioning, Game Boy-compatible SNES to swap for a Game Boy Pocket with seven games, a mini TV and antennae, and AC adaptor.
Call 01428 724 649 Thurs-Sat and ask for James.

Mario **Game Boy games wanted. I will pay £7 for any, but I'll pay £10 for** ***Mario 2.***
Contact Lewis on 01442 211 631.

Games To Swap

Will swap three MegaDrive games and six PlayStation games, including ***Rayman 2*****, for** ***Shenmue.***
Phone Scott on 07960 891 126 between 4-8pm. Must be able to collect.

The Sims **wanted for PC. Willing to swap with** ***Sabrina the Teenage Witch*** **(PC) or** ***Rayman 2*** **(PSone).**
E-mail: patricia.tunley@ntlworld.co.uk, or text message 07870 851 321.

Will swap ***C-12: Final Resistance*** **for issues 1-6 of the Official PlayStation 2 magazine. Must have demo discs with them.**
Phone Steve on 07754 263 789.

Consoles For Sale

Boxed Game Boy Color for sale, with link cable, battery pack, AC adaptor, X-plorer cheat cartridge, and eight games, including ***Pokémon Gold, Buffy the Vampire Slayer*** **and lots more. All in great condition, boxed and less than a year old. Twelve magazines included too, all for £200.**
Call Thomas on 01492 531 282 after 7pm, Monday-Friday, or e-mail: colin.lavelle@cwcom.net

PlayStation with four pads, a Multitap, three memory cards, Action Replay cartridge, G-Gon 45, and 33 games. All for £300.
Call Ian on 0151 476 0321.

N64 for sale, with one controller, a Rumble Pak, a Memory Pak, an Expansion Pak, and six games, including ***WWF Wrestlemania 2000, Goldeneye, Mission Impossible, South Park*** **and** ***Zelda*** **– all for £70. Also for sale is a Game Boy with a carry case, a link cable, a battery pack and adaptor,** ***Pokémon Yellow, Blue*** **and** ***Red, Star Wars,*** **and** ***Mario Land*** **1 and 2 for £30. Or buy both for £95.**
Call Shaun on 07762 676 355 anytime after 4.15pm.

PlayStation for sale, with over 25 games, including ***FF7*** **and** ***8, Resident Evil 3,*** **a steering wheel, import/cheat card, two controllers, a gun and two memory cards – £200.**
Phone Lindsey on 01525 713 116.

PlayStation for sale with 13 games (all with manuals and in excellent condition), including ***Croc: Legend of Gobbos, Driver, FA Premier League STARS, FIFA '98, Final Fantasy 7, Formula One, Little Big Adventure, Jurassic Park, Total NBA '97, Stouth Park Rally, WCW Mayhem, WCW vs The World,*** **and** ***WWF Smackdown.*** **Also comes with two controllers, 14 demo discs, a memory card and an Action Replay cart. £200 or swap for a GBA with three games.**
Call James on 07790 765 934.

N64 for sale with two controllers, two Memory Paks and 15 top games, including ***Goldeneye, Wrestlemania 2000, 1080º Snowboarding*** **and** ***Rogue Squadron*** **– some games are unboxed, but all are in good condition. Must live in Cumbria or be willing to collect/pay for postage.**
Call Tim on 01768 486 494 or e-mail me at tmcvicar@yahoo.co.uk

Transparent purple Game Boy Color, with carry case, light magnifier, camera, link cable, printer, ***Pokémon Gold*** **and** ***Yellow, Metal Gear Solid, Mario Golf, Fortified Zone,*** ***Pokémon Blue*** **and** ***Kirby's Dreamland.*** **All for £65.**
markflynn2001@hotmail.com

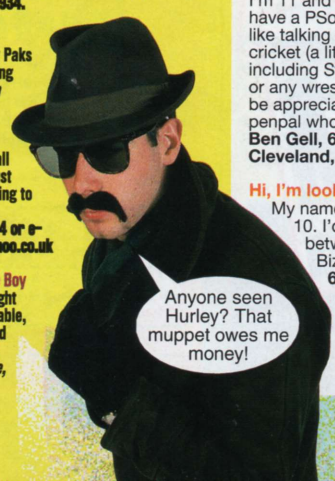
PlayStation with two controllers, three memory cards, and 11 games, including ***Driver 2, GT2, WWF Attitude*** **and** ***The Simpsons Wrestling.*** **Also included is a X-plorer cheat cart and tons of cheat books.**
Call Robert Winter on 07761 429 527.

Translucent blue N64 with nine great games, including ***DK64, Mario, Tennis, Goldeneye, F1 WGP 2, Ridge Racer 64, Legend of Zelda, 1080º Snowboarding, Mario 64,*** **and** ***Blast Corps.*** **Also includes Expansion Pak, two translucent pads, a Rumble Pak, and Memory Pak – only £180!**
Call Michael on 07761 574 923, or e-mail: super_super_spurs@hotmail.com

Lime Game Boy Color, with light magnifier, wallet and ***Evil Knevil, Zelda: Link's Awakening, Supreme Snowboarding, Perfect Dark*** **and** ***Duke Nukem.*** **£75 ono, or will swap for Dreamcast with a controller.**
Call Ben on 01892 835 275.

Dreamcast for sale with two pads, two memory cards, lightgun, keyboard, mouse, Ferrari steering wheel and over 45 games, including ***Ferrari F355, Daytona 2001, MSR, 18 Wheeler, Spider-Man, Unreal Tournament, Quake 3 Arena, Project Justice, Skies of Arcadia, Grandia 2, Shenmue, Illbleed,*** **all the** ***Resi Evils, HOTD 2, Virtua Cop 2,*** **etc, and DCUK issues 1-finish. All sensible offers considered.**
Call Mark at anytime on 07990 597 704.

Game Boy Color for sale with six games, Smart com, a battery pack, charger, carry case and manuals. £110 or will swap for a GBA.
Call 01608 664 218 at anytime of the day and speak to Sam.



Penpals

Want to chat with like-minded loons? Or perhaps you're looking for that special someone to share a two-player game with... Mark your letter 'Penpals' and use the coupon on page 69!

Female/male penpal wanted. I love the *Final Fantasy* series and also love beat-'em-ups, so what are you waiting for? Contact me now. 100% chance of reply. GamesMaster rocks.
Alex Banks, Old School House, Old School Lane, Burford, Worcestershire, WR15 8RA.

Female penpal wanted, aged 17-19. I will welcome all interests and please send a photo and mobile number if possible. I'm 18 and my interests are sports, clubbing, going to the cinema and WWF. I own a PlayStation 2 and love buying DVDs. 200% reply guaranteed to all letters!
Write to James Bull, 152 Second Avenue, Canvey Island, Essex, SS8 9LN.

Male/female penpal wanted, aged 11-12. I'm 11 and I like *Pokémon/Digimon* and have a PSone and Game Boy Color. I also like talking about games. I like playing cricket (a little) and listening to most music, including Steps and Dido. I do not like WWF or any wrestling. A photo of yourself would be appreciated and I will reply to the first penpal who writes.
Ben Gell, 61 Cleveland View, Marske, Cleveland, TS11 6ER.

Hi, I'm looking for a male/female penpal. My name is Martin Walker and I'm aged 10. I'd like to write to someone aged between 10-12. I like WWF and Limp Bizkit, so get sending your letters.
6 Dormy Avenue, Skegness, Winthorpe, Lincolnshire, PE25 1RG.

Hi, I'm looking for a penpal aged 11-13 (I'm 12). My interests include extreme sports, eating, reading magazines, (especially GamesMaster), watching *The Simpsons* and *South Park*. I'll reply to any letter that's sent to me before Christmas, so I'll be looking forward to reading your letters soon. Oh, I also like blowing the heads off zombies in *Resi Evil 2*.
Steven Delaney, 1 Main Street, Urlingford, Co Kilkenny, Ireland.

Hi my name's Jamie. I'm looking for a male/female penpal aged between 12-14. You should like *The Simpsons*, Liverpool FC and PlayStation. If possible, please send a photo. 100% reply guaranteed.
Jamie Hutchinson, 19 Mossford Avenue, Crewe, Cheshire, CW1 3RT.

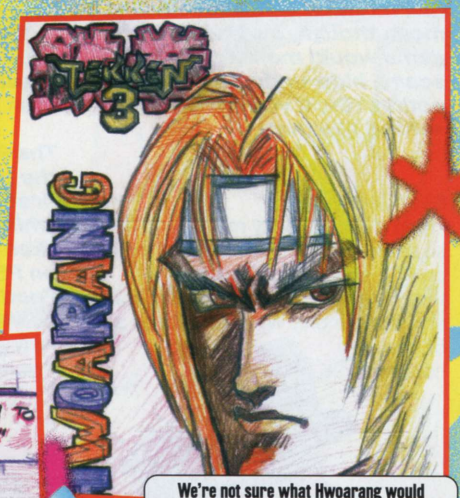
Hi, I'm looking for a male/female penpal aged 11-14. I like N64, PlayStation and Game Boy Color. I also like WWF and *The Simpsons*. My favourite band is Limp Bizkit.
Chris Ryan, 38 Almonds Green, West Derby, Liverpool, L12 5HS.

Hi, I'm looking for a male/female penpal. You must be aged between 12-14 and like WWF, PlayStation and *The Simpsons*. 200% reply guaranteed. Please send a photo of yourself if possible.
Ryan Forster, 5a Lady Margeret Court, Penylan, Cardiff, CF23 9AW.

Male penpal wanted. Must be aged 10-12. I am 10. You must like at least two of these things: Game Boy, Pokémon, PlayStation, *Final Fantasy, Harry Potter*. Hope to hear from you soon. 1100% reply guaranteed.
Write to: Craig Walmsley, 186 Tower Road, Tividale, Oldbury, West Midlands, B69 1PF.

GM ART HOUSE

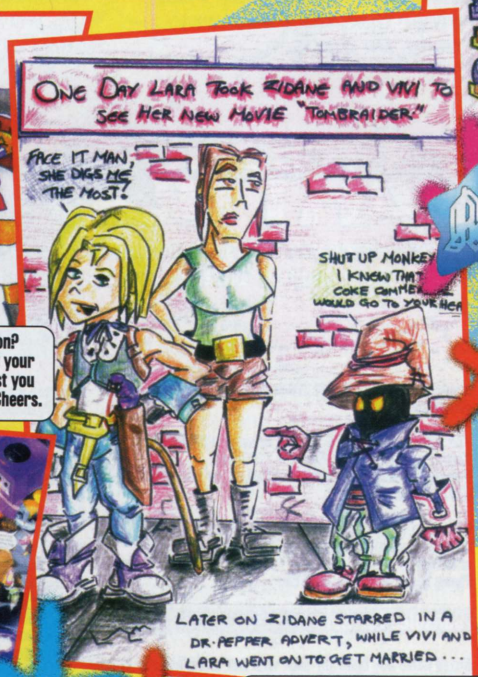
Are you a whizz with the old felt tips? Why not send us a pic (no bigger than A4) and show it off to the nation? Our fave each month wins a free game on any format! And don't forget to include the coupon on page 69!



We're not sure what Hwoarang would think of getting girly highlights but, judging by this picture, we think they really suit him. Thanks to Colman Wong.

Is this ABSOLUTELY necessary, Sonic?
It's ASH now! Desperate times call for desperate measures, Pika-pal!
Hmmm...
Are you SURE I shouldn't go Jesse?
Do I REALLY have to be MISTY?

Sonic mixed with Pokémon? Morven McNeil, you've got your wires crossed! Still, at least you can draw a decent picture. Cheers.


ONE DAY LARA TOOK ZIDANE AND VIVI TO SEE HER NEW MOVIE "TOMBRAIDER."
FACE IT MAN, SHE DIGS ME THE MOST!
SHUT UP MONKEY I KNOW THAT COKE COMMER... WOULD GO TO YOUR HEA...
LATER ON ZIDANE STARRED IN A DR·PEPPER ADVERT, WHILE VIVI AND LARA WENT ON TO GET MARRIED...

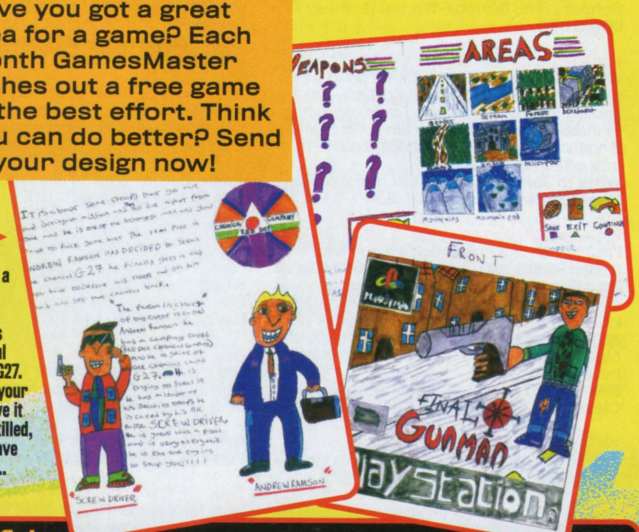
Big congratulations to David Walsh for this funny picture of Zidane and Vivi arguing over a very grumpy looking Lara. Has she just read some of her new film's reviews by any chance?

Andrew Chambers' collage of the best bits from GamesMaster features loads of the biggest games characters. But then, what else would you expect?

Big thanks to Jonathan Grant for this picture of Sonic's speedy mate, Knuckles. He's sticking his chest out, the tart!

GAME DESIGNERS' WORKSHOP

Have you got a great idea for a game? Each month GamesMaster dishes out a free game to the best effort. Think you can do better? Send in your design now!



Final Gunman from James Beeson features a greedy baddie called Andrew Ramson who has stolen a powerful chemical called G27. You set off with your troops to retrieve it but they all get killed, leaving you to save the world alone...

How to Enter

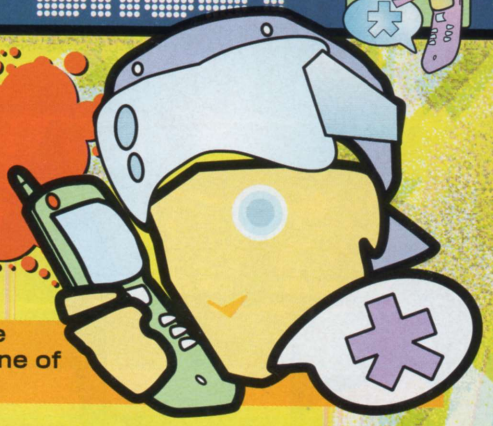
Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on 69. If you win you'll get a game on a format of your choice.

THIS MONTH'S WINNING GAME!

Becky Moore's god sim *Planet Protectors* sees you trying to take over the galaxy. With a choice of five planets to try and conquer, you must first fight mini battles on each planet's moons to reach the defender of the planet and defeat her – all the leaders are laydeez.

▲ After beating a planet's leader, you can destroy, buy or rule it. If you destroy it, the galaxy police will be after you, but diplomacy may mean you're walked all over by other planet leaders. Which route will you take?

OUT NOW!



Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

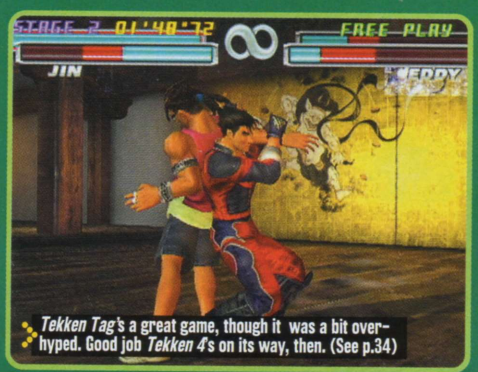
Tekken Tag Tournament

PRICE: £40 PUBLISHER: NAMCO

REVIEWER

John Shipnay

Does the daddy of all fighting games have any punch left in it to make it worth buying? *Tekken Tag* has virtually all that you would expect to find in a *Tekken* game and, if you have played *Tekken* before, it will only be a couple of minutes before you're kicking ass. The basic combos in the game are practically the same as those in *Tekken 2*, but all of the characters now have new moves and tag combos up their sleeves too. The graphics have improved and are now smoother than ever. The stunning new backdrops have made the game appear more 3D than ever before too. However, one of the most annoying things about *Tekken Tag* is that when you go to do the tag change over, it always takes too long. In the time that you are switching character you are vulnerable (and likely) to getting kicked and punched by your opponent, which is a real pain. All-in-all, though, it's a great game to play and offers hours of top fun with some mates. It was over-hyped, though and we would expect a better Namco game for PlayStation 2, really.

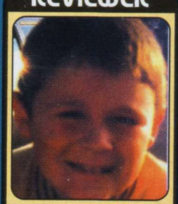


Tekken Tag's a great game, though it was a bit over-hyped. Good job *Tekken 4*'s on its way, then. (See p.34)

TimeSplitters

PRICE: £40 PUBLISHER: EIDOS

REVIEWER



Phillip George

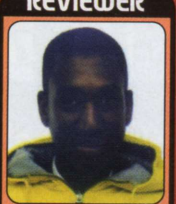
My favourite game of all time has to be *TimeSplitters* on PlayStation 2. It's a fast-paced battle between you and the TimeSplitters who dwell outside of time and space. Be careful though, they could pop out of anywhere and the fate of humanity rests on your shoulders. The game features a range of modes, from Story to Arcade and Challenge mode. The graphics are great so the battles are all really fast, helped by the good control set-up. There are 64 characters to unlock too, which will keep you busy for a while in Story mode alone. In Arcade mode there are nine levels to unlock, and you can even create your own – giving you near infinite possibilties for replaying. Challenge mode features seven tricky tests for you to complete, so the lifespan of this game is huge and great value for money. I'd recommend this to all action/adventure fans and all PS2 owners should own it. It's fantastic.

▲ Made by some of the people who brought you *Goldeneye*, *TimeSplitters* was one of the best PS2 launch games.

Confidential Mission

PRICE: £35 PUBLISHER: SEGA

REVIEWER



Jasill Channer

Is *Confidential Mission* a lightgun game? Yes. Does it have superb graphics? Yes. Great sound? Yes. Who is it developed by? Sega. So why is it no good? I asked myself this question time and time again and it boiled down to the fact that it has the lifespan of a sperm and is plain frustrating. The very first time I played this I completed it, and I'd spent £35. What a waste! The replay value is missing and there is only one route you can take through the three missions, which is a shame as the levels are well-designed with frighteningly high body counts. This could easily pass as *Virtua Cop 3*, but without the fun. It's impossible to get through any section without getting shot too, which led to the naughty, four-letter F word being said countless times. The voice acting is doo doo and the fact that the character's mouths don't move is just plain embarassing to see on a perfectly capable console. If you see for this about £15 then buy it, 'cos it is fun to play, but if you can play import games I'd suggest you buy *Virtua Cop 2* (in my opinion the best lightgun game ever) or *House of the Dead 2*. At £35, *Confidential Mission* is a pound-per-minute game. The fact it's confidential suits me 'cos you wouldn't wanna know about it anyway.

Confidential Mission – you'll wish there were real bullets in your lightgun.

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM just mark you letter either 'Your Shout', 'Cart Boot', 'Art House', 'Game Designers' Workshop' or 'GM Penpals' and bung in this coupon with your submission. Simple. Now send the bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your GM, scribble it all down on a bit of paper.

My name is: _____

My address is: _____

_____

_____

My age is: _____

The bit of GM I like is: _____

The bit of GM I hate is: _____

Affix a pic of yourself here if you want to see YOUR face in GM!

(Don't want to send your favourite pic? Send a stamped, addressed envelope with your entry and we'll send it straight back to you!)

To get your stuff in GM send to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

This month's GM survey questions are...

What's your favourite sporty-style videogame? Do you prefer talking or texting? And, lastly, which games character do you reckon you could beat in a fight?

SPORTY GAME _____

TALK/TEXT _____

CHARACTER _____

Check back next month for the results!

Result!

In issue 108 we asked you for your favourite cartoon character, the funniest film you've seen, and what game you're most excited about.

CARTOON: Bart Simpson/Gecko.

FILM: Scary Movie.

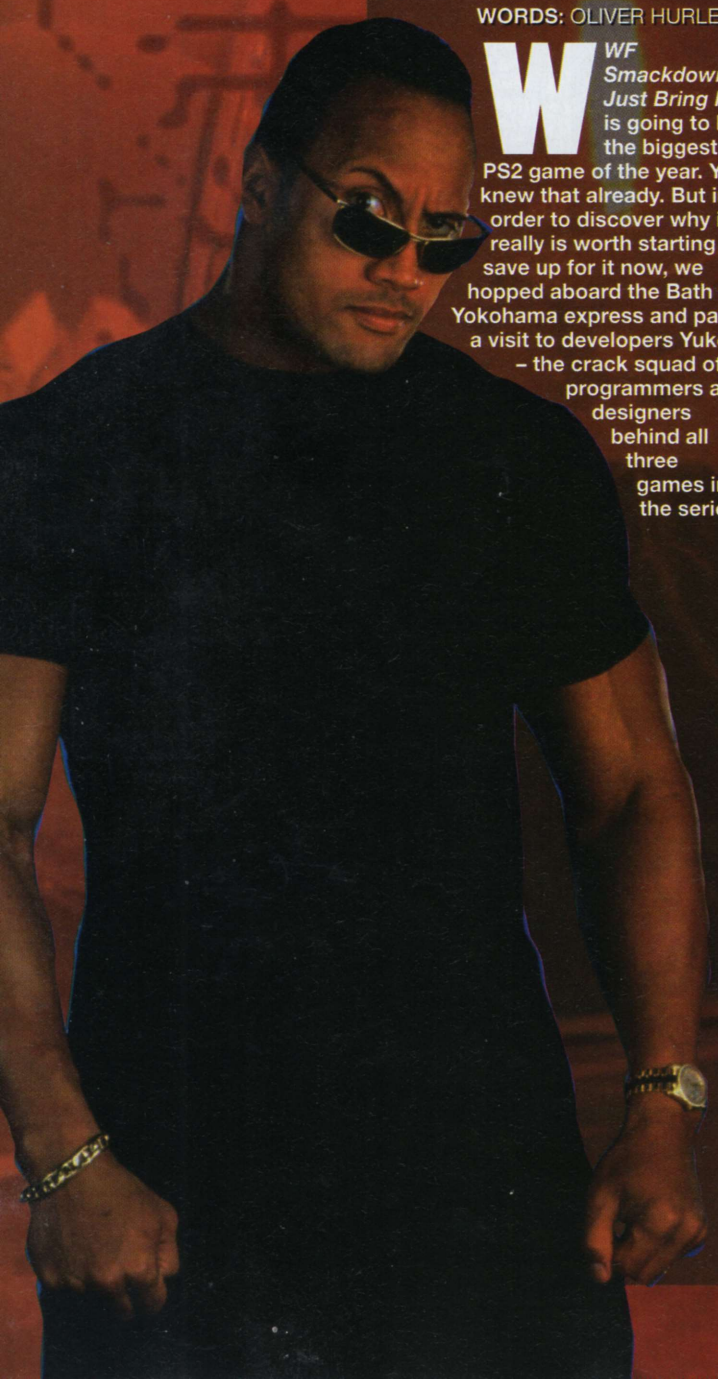
FUTURE GAME: Final Fantasy 10!

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House', 'Game Designers' Workshop' or 'GM Penpals'!

WWF SMACKDOWN! JUST BRING IT

We went all the way to Japan to bring you the first backstage playtest of the biggest wrestling game ever! Here's the bottom line 'cos GM said so!

WORDS: OLIVER HURLEY



WWF Smackdown! Just Bring It is going to be the biggest PS2 game of the year. You knew that already. But in order to discover why it really is worth starting to save up for it now, we hopped aboard the Bath to Yokohama express and paid a visit to developers Yuke's – the crack squad of programmers and designers behind all three games in the series.

If you thought *Smackdown! 2* was the ultimate interactive sports experience, then wait till you play *Just Bring It*. Yuke's have yet again proved themselves to be the most ingenious wrestling game developers on the planet.

But while their background is in Japanese wrestling, Yuke's clearly have a passion for WWF, and it is this that forces them to continue to push the boundaries of sports-entertainment games.

For *Smackdown! Just Bring It*, they have come up with a host of new features, some obvious, some not so. Perhaps the single biggest improvement is in the Story mode. The additional power of PS2 means that the developers are able to add a lot of features that they were technically unable to in *Smackdown! 2*. The overall effect is that the main single-player game is more immersive and interactive than ever before, and a far more accurate reflection of the fact that, these days, there's a lot more to sports-entertainment than just simple wrestling matches taking place in the squared circle.

The Story mode is now the only one in which you'll be able to win the WWF title in the game – if your character already has the belt you have to continue to defend it. Should you lose it, you then have to prove yourself worthy of a rematch. Before you reach the dizzy heights of being the world champion though, your character has to work their way up from the bottom of the WWF ladder, with initial appearances being on lowly TV shows such as *WWF Heat*.

Rather than just having the sort of cutscenes seen in *Smackdown! 2*, your character is now fully controllable – even when you're not involved in a match. So you're free to wander around the backstage areas, for example. Far from just being a cool novelty though, this plays a central role in the game – who you bump in to, who you talk to, or even who you attack backstage will help determine what happens to your character next, who they face and what sort of match they have.

Head into Vince McMahon's VIP area, for instance, and you may find yourself ordered to have a steel cage match against Chris Benoit. Or head into William Regal's office and you may instead end up having to face Kane and Undertaker in a handicap match. If you approach the stage at the top of the ring entrance, this will result in yet another series of events.

The recreation of the saga-style of the WWF's soap opera is spot-on. If you happen to bump into the hardcore champion while you're wandering backstage you can attack them and immediately try to win the belt off them – although you only get to keep it if you can make it to the parking lot and drive off before they are able to catch you! (Perhaps *Smackdown! 4* will even go so far as to include a *Driver*-style minigame.) The end result being that you really do feel completely involved in the storyline side of things as well as the in-ring action. And there's plenty of incentive for completing the Story mode: each time you do so, a new secret is unlocked for you, such as new characters, hidden parts and new weapons.

Other cool touches include having guest announcers (we saw Christian donning the headset) and, as well as the usual backstage interviews, even being able to have conversations with people.

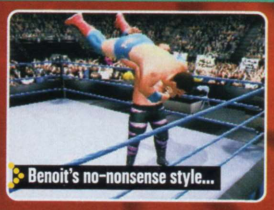
There are also a load of new environments, including being able to fight in the streets outside the arena, which will be packed full of traffic. Very cool indeed.

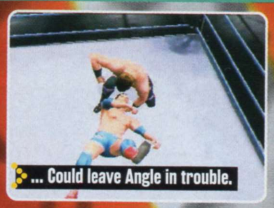
It's out in the US in November with the UK release due shortly afterwards.

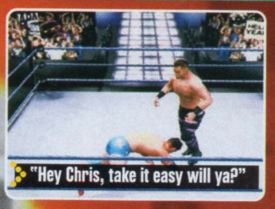
WWF SMACKDOWN! JUST BRING IT

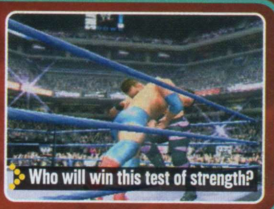
FEUD CITY!

Just Bring It gives you the perfect opportunity to recreate real feuds first seen on *WWF TV*. You can even relive the heady days of Chris Benoit being a WWF main eventer.


Benoit's no-nonsense style...


... Could leave Angle in trouble.


"Hey Chris, take it easy will ya?"


Who will win this test of strength?

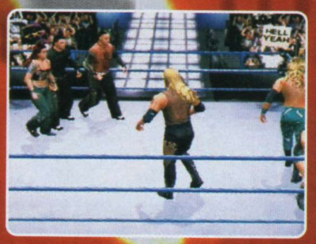
SUPERSTARS!

All of the members of the WWF's main roster are included in the game – the only ones missing are members of the *Sunday Night Heat* crew of Essa Rios and pals. There will actually be slightly less wrestlers in the game than there were in *Smackdown! 2* due to the length of time it takes to design and animate each character for the game. What this does mean though is that each character has a far higher degree of detail and accuracy than in the past, making *Just Bring It* a joy to look at.

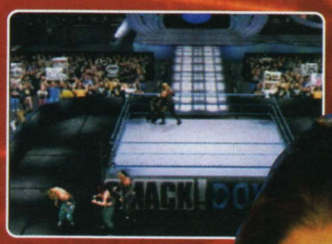
▲ Choose your fighter. Benoit's a good choice as an all-rounder, while Bubba is better for his brawling skills.

MULTI-PLAYER MAYHEM!

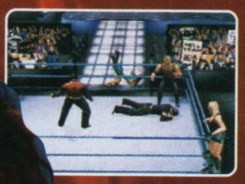
▲ You can't go wrong with Lita as your manager. She's pretty and she can pull off one mean huracanrana.


▲ This is the first game to handle nine fighters on screen at once since the naff *Royal Rumble* on Dreamcast.

▲ You can choose to have the manager controlled by the CPU or by a human player. Very handy if you need a bit of interference.


▲ Lita learnt her craft in Mexico – hence her handy huracanrana move.

With the aid of a Multitap, you can have up to four playable characters, although it's actually possible to have a total of up to nine characters on screen – great for Royal Rumbles.


▲ It's always useful to have a manager on side.

▲ Gone are the days of classic managers like Bobby Heenan.

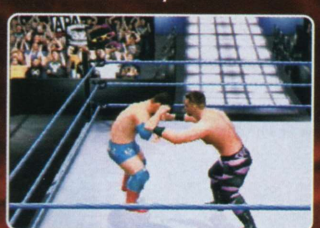
RAIL CRASH! FIGHT IN THE CROWD!

You can now hop the rails surrounding the ring and fight among the crowd. Fans in the vicinity move back and form a circle round you – a very nice touch, although currently this feature only allows you to fight in the first few rows. The fans are still 2D, though camera angles will eventually hide this (they don't yet, which is why we weren't allowed to take any screenshots of this feature).

▲ Ever since Benoit nicked Angle's medals they haven't liked each other.

▲ Fighting outside the ring is a staple part of WWF matches these days.

▲ Once outside, it's even possible to vault the barriers and fight in the crowd.


▲ The ring is now only a small part of the total area within which you can fight.

▲ Pick a Hardcore match in order to be able to leap the barriers.

LOCATION IS THE KEY!

The arenas in *Just Bring It* are bigger than those in *Know Your Role* and more accurately recreate the megaplexes of the US. *JBI* also includes an arena for the UK's Insurrextion.

▲ These next gen arenas really deliver the big bout atmosphere.

▲ There are loads of signs in the crowd to add to the atmosphere.

▲ It really *is* possible to house this much white trash in one place.

Mask icons courtesy of www.powerbomb.com

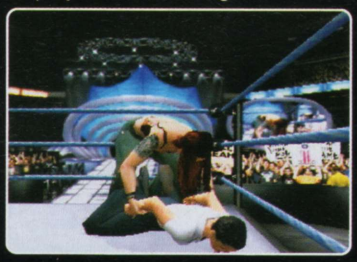
GRRRRRRAPPLING ACTION!

When is a fight not a fight? When it's a wrestling match, of course. The game covers the whole spectrum of sports-entertainment, from hair-pulling women's matches to the death-defying antics of cage matches.

▲ Let's face it, Lita and Ivory aren't exactly known for their massive range of wrestling moves.

▶ You can still pull off some nifty tricks like this one though. Submission attempt coming up!

▲ Rikishi hasn't been shy of diving off cages in his time, despite his rather sizeable girth...



SHE'S LOST CONTROL!

One of the criticisms of the first two *Smackdown!* games was that, at times, you never felt in control of the action. The control system in *JBI* is now much more responsive and the game sometimes feels like it's been slowed down a bit. On top of this, over 200 new moves have been crammed into the game.

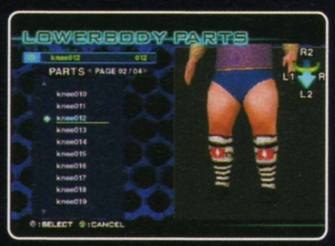
▲ The number of moves each wrestler can execute has grown since the last *WWF Smackdown!*

▲ The wrestlers are so flexible and well animated that the virtual Big Show is a far more convincing fighter than the real one.

FREAKATHON! CREATE A WRESTLER!

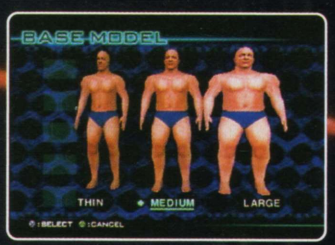
Don't expect to see any WCW characters included in the game, as Electronic Arts still have the WCW licence, despite being noticeably quiet about any future WCW titles. Of course, there's nothing stopping you from creating the likes of Mike Awesome, Lance Storm or 'Diamond' Dallas Page in the Create-A-Wrestler mode, which boasts massive improvements over that of *Smackdown! 2*, including a new layer system.

▲ You can change any body part you fancy. If you want a freak with short arms then make it so.



▲ As well as the physical appearance, you can create your wrestler's costume from scratch.

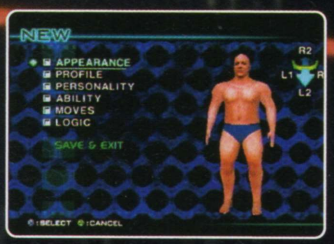
▲ Yuke's showed us a version of Lara Croft they designed within the Create mode.



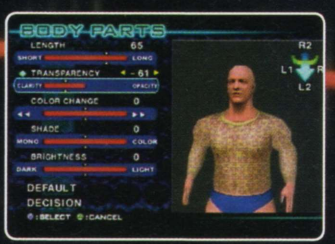
▲ They'd also come up with The Rock as The Scorpion King in Create-a-Wrestler. Very cool.

▲ You can create your own taunts for your fighter and then decide on their move set.

▲ The new layer system allows you to come up with much more realistic-looking creations.



▲ You *could* just leave this fool standing in his blue Speedos but it would be missing the point.



▲ Such is the flexibility of the system, you'll be able to make accurate versions of old WWF stars.

TOUKON TANGO

◀ There's a complete lack of people smelling what the others are cooking but it seems to keep the Japanese fans happy.

WWF Smackdown! was far from being Yuke's first wrestling game. Their softography includes a bundle of Japanese wrestling titles, notably the *Toukon Retsuden* series on PlayStation, and *Toukon Road* for N64. These titles are the official games of New Japan Pro Wrestling, the country's largest promotion (see Japanese Wrestling box). The *Toukon* games were known for having an intuitive control system, a large selection of features and a vast range of moves – all elements transferred to the *Smackdown!* games, thankfully.

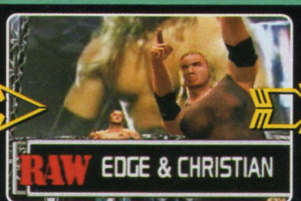
▶ The *Toukon Retsuden* bouts are slower than the WWF ones but play in a much more tactical manner.

◀ The *Toukon Retsuden* titles are the official games of New Japan Pro Wrestling, Japan's biggest promotion.

ENTRANCES

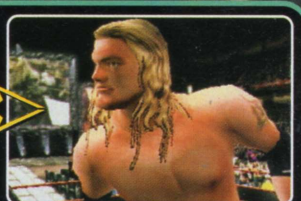
The ring entrances are great – as your character walks to the ring you see their actual entrance video playing behind them on the Titantron. And all the mannerisms are spot on.

▲ Those hats and specs can only mean E&C.



▲ The full video plays behind you.

▲ The way they move is just right.



▲ A big improvement over *Smackdown! 2*.

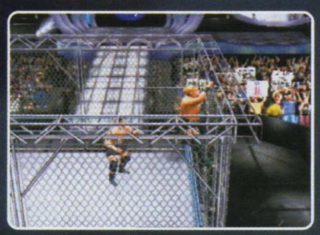
THE STEEL BARS OF DOOM...

Traditionally, steel cage matches are used at the peak of feuds as a way to really determine who the better man is. This being the WWF version of cage matches, the emphasis is as much on climbing the fencing and attempting to fling yourself over the top as it is on in-ring scrapping. As per *Smackdown! 2*, the Hell in a Cell matches will allow you to throw your opponent through the roof and off the top to the floor below.

▲ Cage matches are usually the bloodiest bouts. Sadly you won't see any spilt here.

▲ The trick to winning a cage match is to try and stun you opponent with a big hit.

▲ Damage your opponent to give you enough time to start making your way up the cage.



▲ The idea is to climb out the top and escape the cage, which is far easier said than done.

▲ You wouldn't think Rikishi would have the agility for this sort of thing would you?

AMERICAN BAD-ASS!

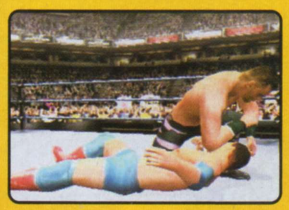
One of our favourite characters is the Undertaker, partly because he's just been around for so damn long and partly due to the fact that it's difficult not to respect a guy whose sole gimmick is that he now beats people up for a living. And he's got that infectious Limp Bizkit tune...

▲ The Undertaker's main strengths are in the sheer brawn department although he's still got a few mat skills.

▲ Sadly there's no evidence of that all-time favourite sign that reads, 'The person behind me can't see.' Classic.

First Impressions

Star in your own great story

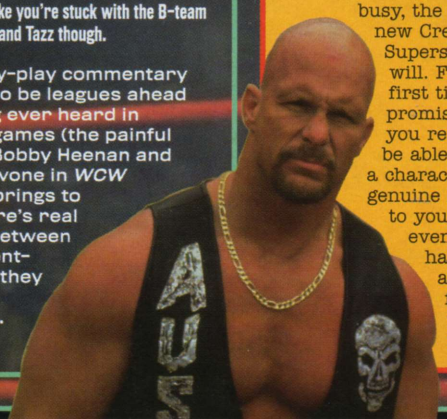


One of the great things about the *Smackdown!* series is just how easy it is to pick them up and start playing straight away, with it being possible to pull off a wealth of cool-looking moves with minimum fuss. The same is true of *Just Bring It*, except that this time round there is an even wider selection of back-breaking manoeuvres at your disposal.

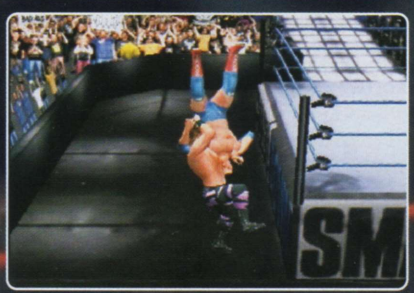
The matches themselves play in pretty much exactly the same way as they have always done, although there's no shortage of new or updated modes, options and features. The number of different match variations now totals around 70 – when you can choose to have a Fatal Four-Way TLC title match you know the developers really have thought of everything.

The most radical improvements are with the Story mode and the Create-A-Wrestler function. The Story mode now gives you far more control over your character between matches, and being able to wander round backstage and interact in different ways with whoever you bump into – be it Vinny Mac or the hardcore champion – is a great touch.

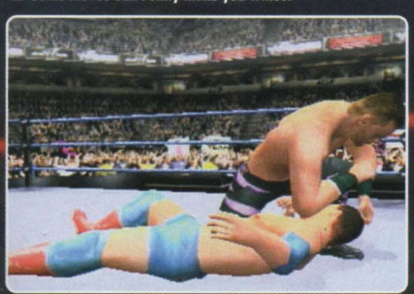
If that doesn't keep you busy, the inspired new Create-a-Superstar mode will. For the first time, promise Yuke's, you really will be able to create a character with a genuine likeness to yourself – even if you happen to be an eight foot tall pinhead muppet.



THAT'S GOTTA HURT!



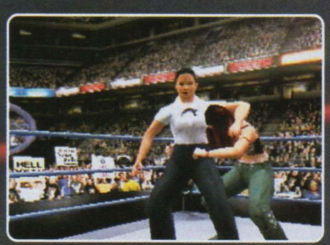
▲ Some moves can really make you wince.



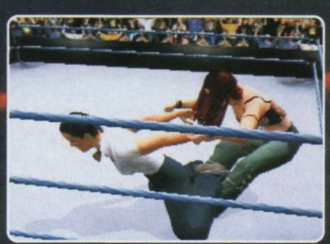
▲ Sometimes it's the most basic moves that work best.

"SEA OF HUMANITY..."

▲ There's a snippet of commentary for hundreds of moves, so it's pretty accurate with what's actually going on.



▲ The commentators even make comic asides. Sadly, it looks like you're stuck with the B-team of Michael Cole and Tazz though.

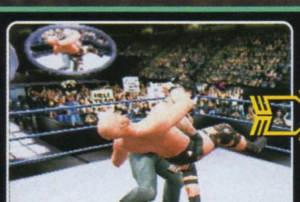


▲ It's a shame that *Just Bring It* doesn't have the *Raw is War* commentary team of Jim Ross and Paul Heyman. Not fair!

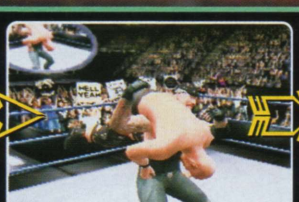
The play-by-play commentary promises to be leagues ahead of anything ever heard in wrestling games (the painful banter of Bobby Heenan and Tony Schiavone in *WCW Mayhem* springs to mind). There's real interplay between the commentators, and they even insult each other.

NUT HIM!

Here we see Undertaker (no news yet if wife Sara will turn up in the game) vs Austin – and Austin's most definitely in a bit of bother after this powerslam. Could he be going on the Last Ride?

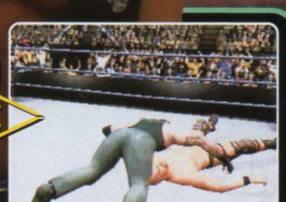


▲ Undie has little difficulty in lifting Austin.



▲ Notice the Titantron in the background.

▲ Cameras go off as Undertaker lets fly.

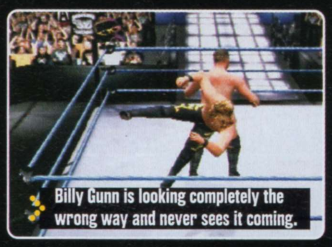


▲ Is this it for the Bionic Redneck?

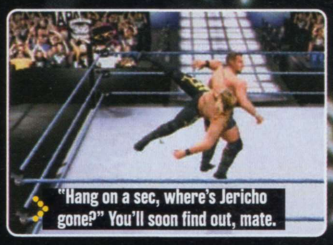
MAKE YOUR MOVE!

The moves list is as impressive as ever, with each character now having two finishers, the one you are able to execute depending on your positioning in relation to your adversary. So you never quite know when the end is nigh...

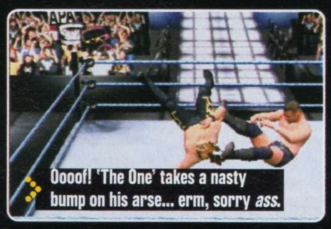
▲ Take a look at this sequence of Jericho unleashing with a great-looking kick to the head.



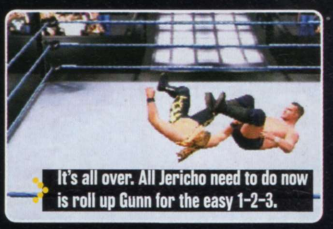
Billy Gunn is looking completely the wrong way and never sees it coming.



"Hang on a sec, where's Jericho gone?" You'll soon find out, mate.



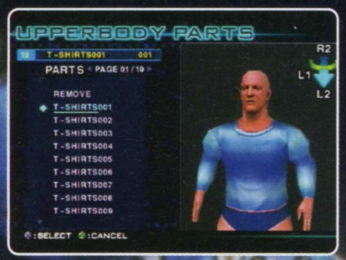
Ooooof! 'The One' takes a nasty bump on his arse... erm, sorry *ass*.



It's all over. All Jericho need to do now is roll up Gunn for the easy 1-2-3.

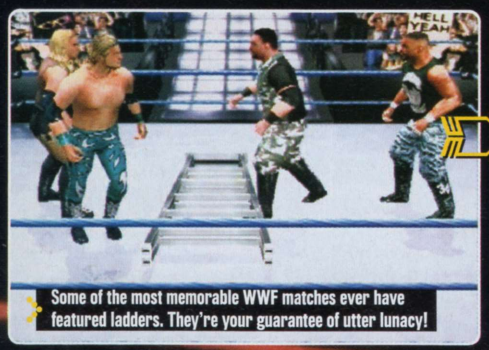
GET YR FREAK ON!

When you create your own character it's useful to consider what sort of moves you want to give them. Are you more of a brawler or do you prefer Jeff Hardy-style high flying? Make your choice carefully...

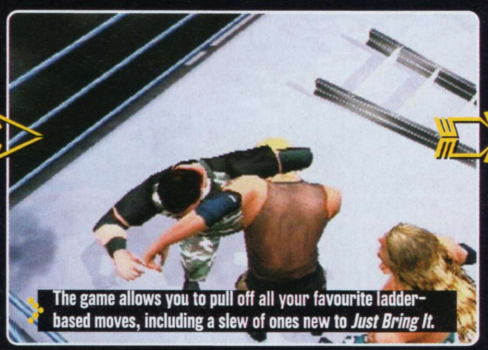


▲ One day this fella will be world champion. What do you mean he's a short-arsed freak?

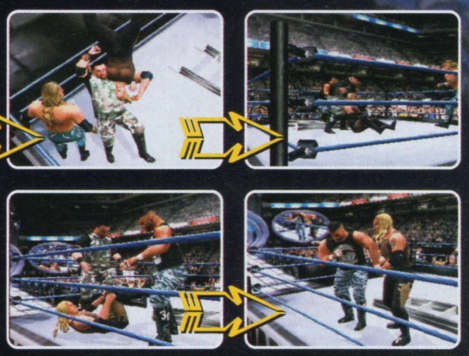
STEP BROTHERS! LET THE LADDERS FLY!



Some of the most memorable WWF matches ever have featured ladders. They're your guarantee of utter lunacy!

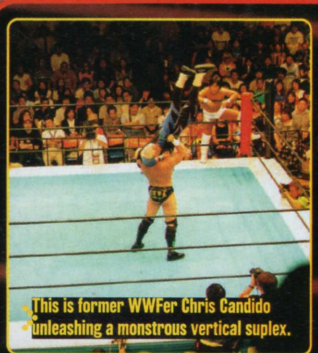


The game allows you to pull off all your favourite ladder-based moves, including a slew of ones new to *Just Bring It*.

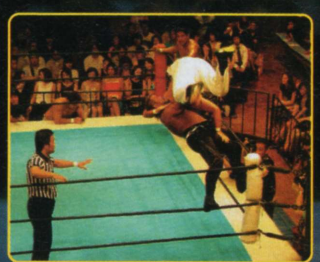


Edge and Christian and the Dudleys have indulged in a fair few ladder-based encounters in their time, and *Just Bring It* allows you to recreate them more accurately than ever before. From dives off the top of the ladder to slingshot manoeuvres and even ladder-based submission holds, it's all in here. About the only thing we haven't seen yet from the WWF when it comes to ladders is the barbed-wire ladder match, popularised by WCW forerunner the NWA back in the 1980s. There's no blood in the *Smackdown!* games though – a bit of a shame.

JAPANESE WRESTLING



This is former WWFer Chris Candido unleashing a monstrous vertical suplex.



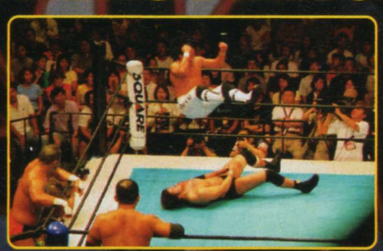
▲ For in-ring action, New Japan offers some of the best matches ever.

Wrestling is, quite simply, *huge* in Japan. With dozens of different promotions, three weekly wrestling mags and even a 24-hour wrestling channel, it has become popular on a scale that is almost unimaginable in the UK. The main venue for *puroresu* (the Japanese term for pro-wrestling) is the decidedly tatty 2,000-capacity Korakuen Hall, which can be found on the fourth floor of a shed of a building next to the Tokyo Dome. But it is arguably one of the greatest wrestling venues ever.

While we were in Tokyo, we managed to catch shows there by the country's biggest promotion, New Japan Pro-Wrestling, and its rival, All Japan Pro-Wrestling.

Compared to WWF extravaganzas, fireworks, big screens, scantily-clad ladies and ridiculous angles are all noticeable by their absence. Instead, what you get is some of the most hard-hitting and athletic matches you'll ever see. Highlights of the matches we saw included a superb six-man tag on the NJPW show, featuring light-heavyweight legend (and silly mask-wearer) Jushin Liger, and an insane dive out of the ring on the AJPW show by Shawn Hernandez, which resulted in a trip to the hospital and 20 stitches. Now that's what we call entertainment.

The whole experience is made all the more strange by the way the Japanese fans respond. They may be dead quiet for half of a match but as soon as things really kick off the fans go absolutely mental, helping to create a superb atmosphere.



▶ 3000 yen (around 18 quid) for a standing room only ticket may not sound like much of a bargain but, considering the calibre of the action on offer, it was money well spent.

▲ Japanese wrestling lacks much of the soap opera aspect of its US counterpart but it's way more athletic.

WWF RAW IS WAR

Before this trip we didn't know a great deal about *WWF Raw is War* for Xbox. The demo that was unveiled at E3 looked incredibly early and was difficult to draw any conclusions from. But as soon as we got to play the latest version of the game at the developer's studio it all began to make sense.

Compared to the plush offices inhabited by Yuke's, Anchor Inc's premises are distinctly lo-fi. Based in the Minato area of Tokyo, Anchor's offices are poky and cluttered, but you can't help but think that somehow this is the way games should be made. The company is best known for the superb *Ultimate Fighting Championship* on Dreamcast – the most brutally realistic beat-'em-up ever – and it is this game that brought them to the attention of THQ.

As you may imagine then, *Raw is War* – their first WWF title – takes a much more realistic approach than the *Smackdown!* games do and is, if anything, the closest that any WWF game has yet come to being a true wrestling sim.

It lacks *Smackdown!*'s choice of modes and options but, instead, offers the most solid gameplay and interface yet seen in any grapple-'em-up. Like *UFC* before it, there's something pleasingly *chunky* and hard-hitting about the controls, and, unlike in *Smackdown!*, you really do feel in full control of your character at all times.

Rather than tapping a button and then going into an animation sequence during which you lose control of your character – as happens in the *Smackdowns* – you can go into a grapple position (or collar-and-elbow tie-up if you want to be technical about it) from which it's possible to execute a wealth of different manoeuvres via a beat-'em-up-style control system.

In many ways it does play like a realism-based beat-'em-up that just happens to have WWF characters in it – a decidedly Japanese way of approaching grapplefests. And unlike the more family-orientated *Smackdown!* games, there is a *load* of blood in it. At last a WWF game that is decidedly *not* aimed at a family audience. It's scheduled to be an Xbox launch title so expect to see it on UK shelves in March.

First Impressions

It has the raw realism factor

Going purely on the sheer list of features, *Raw is War* sounds vastly inferior to *Smackdown! JBI*, which is clearly bursting at the seams with more modes and options than you can shake a folding steel chair at. But as soon as you start grappling with the outsize Xbox pad it becomes immediately apparent that *Raw is War* has a trick or two up its sleeve which makes it beautiful.

The way the game handles is leagues apart from *Smackdown!* Rather than being reliant on what often ends up being random button-bashing, *Raw is War*'s control system leads to far more thoughtful and, indeed, tactical matches.

There's also something a lot more solid feeling about it – when you perform a suplex or even a simple punch there's a satisfying *thwunk* sound, and in this sense it's reminiscent of the realism offered by Anchor's superb *Ultimate Fighting Championship* on DC.

It's clearly aimed at an older audience than *Smackdown!* is, hence the satisfyingly large amounts of blood in the game. If you're split open while in the ring, the blood will trickle down and stain the canvas. A pleasingly sick touch, we're sure you'll agree. *Raw is War* also impresses with its superb visuals and slick presentation, which mimic those of the actual *Raw is War* TV show.

It's possibly the closest thing yet to a genuine pro-wrestling sim and will without a doubt provide a highly interesting substitute for the sports-entertainment shenanigans of *Just Bring It*.

Crazy Ollie's wrestling timeline!

3400 BC Paintings on the walls of Egyptian tombs depict wrestling bouts. Familiar holds include headlocks, armlocks and suplexes.

704 BC Wrestling is first introduced into the Olympic Games.

648 BC Pankration, a new form of no-holds-barred wrestling, is introduced into the Olympics. The losers often end up maimed or dead.

1850s Professional wrestling begins to appear in the US as part of travelling carnivals and side-shows, marking its showbiz debut. At this point, matches are still legitimate contests.

1901 The first tag team matches in the US are held in San Francisco.

YUKE'S Q&A

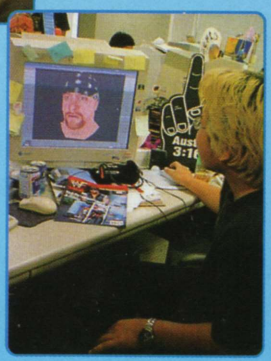
We managed to grab the Yuke's team – in between manic coding sessions – and a translator just long enough to ask them these five crucial questions...

▲ Here's the Yuke's team pumped up for action. Mean looking bunch aren't they? Well, I wouldn't mess.

Why were Yuke's initially interested in working with the WWF?
WWF has many cool wrestlers. WWF's fun theme is the same as the theme we want in our games. And we get to meet the wrestlers!

What were the main things you wanted to achieve with *Just Bring It* that you couldn't do in *Smackdown! 2*?
Better framerate and more people in the ring, giving even more depth to the gameplay.

▲ They had to study hours and hours of WWF footage to get everything just right.

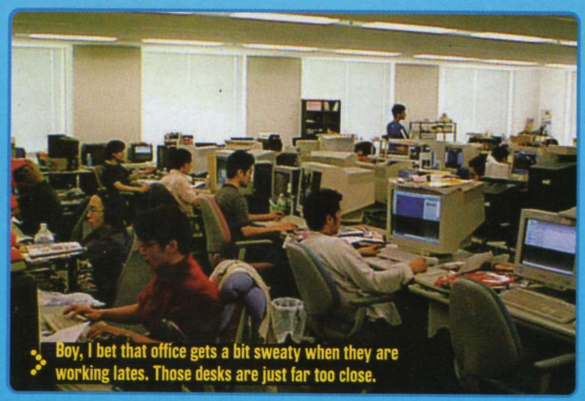


▲ Just applying the finishing touches to the Undertaker's bandana. Lovely.

What do you attribute the success of the *Smackdown!* series to?
Yuke's are the greatest developers! [Laughter]

With there being so many modes and options in *Just Bring It*, where can the *Smackdown!* series go next?
First, we'd like to improve the game engine to make the game more realistic. We'd also like to simplify the control system but we'd focus on the added realism at the same time.

Finally, what everyone wants to know, will you be able to do the 3D through a table?
We're still working on the 3D at the moment. Would you like to be able to do it through a table?

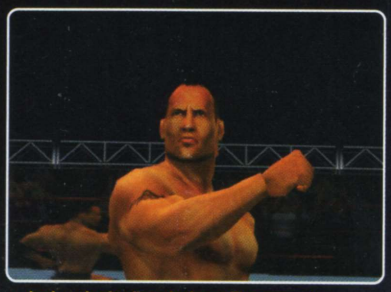


Boy, I bet that office gets a bit sweaty when they are working lates. Those desks are just far too close.

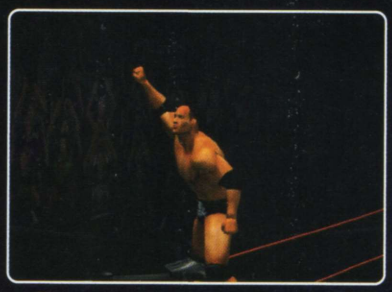
ROCK 'N' ROLL!

During our visit, the only playable character was The Rock, but this was enough to demonstrate the flexible control system and rugged gameplay, which is incredibly immersive and good enough that you probably won't miss the huge number of different match options offered by *Smackdown!*

▲ The true star of WWF, The Rock, looks amazing. He looks more pumped up than he does in real life.



▲ Look at the detail on the faces. The expressions change during the bouts depending on what's happening.



▲ All the taunts and trademark moves that made him the star he is are included in the game.

▲ You just have to admire the quality of the graphics – you can almost smell what he's cooking.

DIVE, DIVE, DIVE!

Naturally, you are able to fight outside the ring, up the aisle and on the stage underneath the Titantron. Better than that though, you can actually chuck people off the stage to the floor – and then dive on top of them. Superb.

LOST IN THE CROWD

Like in *Smackdown! Just Bring It*, it's possible to fling your opponent over the ringside barriers and fight in the middle of the audience. A very, very cool feature indeed. It's also worth noting that the crowd looks *way* better than that of *Smackdown! JBI*.

WRESTLING FRENZY

The game supports up to four players, with the main modes being Exhibition, Handicap, Create-A-Superstar, Royal Rumble and King of the Ring. Sadly, there's no Career or Storyline mode but the idea is that the gameplay will be strong enough in itself to keep you coming back for more. A minimum of 30 characters with which to do battle are promised.

▲ Y2J has hit the deck and the People's Champion is just about to follow.

▲ Kane and the Undertaker show pretty boys just how to behave in a tag team match.

◀ With all the different camera angles and replays you won't miss a bit of the action.

1904 The first National Wrestling Alliance, an organisation made up of regional US promoters, is formed.

1940 With no central controlling body for professional wrestling, over 20 wrestlers from around the world lay claim to the heavyweight championship.

1963 The WWWF – the World Wide Wrestling Federation – is formed as a breakaway group from the National Wrestling Alliance. Buddy Rogers is the new promotion's first ever champion.

1971 Bruno Sammartino loses the WWWF title to Ivan Koloff after holding it for *eight* years.

1979 The WWWF becomes the more manageable World Wrestling Federation and the WWF is born.

1982 Vince McMahon Jr gains control of the WWF from his father.

1984 Hulk Hogan beats the Iron Sheik to win his first WWF title, marking the birth of Hulkamania – the dominant force in American wrestling throughout the '80s.

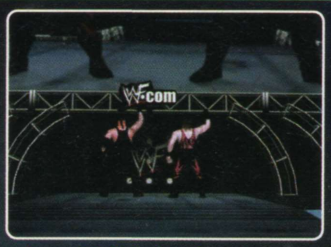
1985 The first ever WrestleMania is held at Madison Square Garden, headlined by Hulk Hogan and Mr T defeating Paul Orndorff and Roddy Piper. Muhammad Ali is the match's special referee.

1987 93,000 fans attend WrestleMania 3. In the main event, Hulk Hogan beats Andre the Giant – who, legend has it, downs 14 bottles of wine before the match. Burp!

1989 The WWF tours the UK for the first time, with shows in London and Birmingham.

HE'S BEHIND YOU!

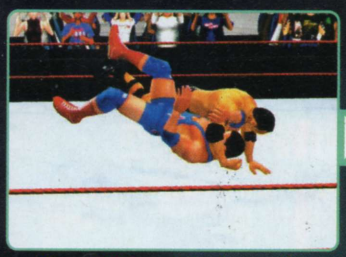
The animations and graphics are stunning, in particular the ring entrances, which are shown as if you were watching them on TV. We saw the entrances for Rock, Undertaker and Kane, all of which were uncannily similar to those of their real-life counterparts and created a genuine sense of menace. Even the mannerisms were scarily accurate. Don't relax too much when you're watching your wrestler head towards the circle though – there's every chance your opponent will run in early and clothesline you to oblivion before you reach the ring. This is a game developed by people who *know* their wrestling...

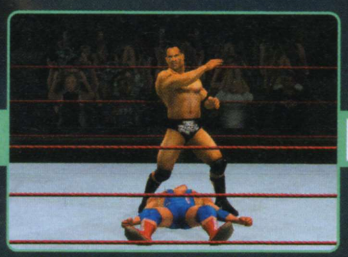


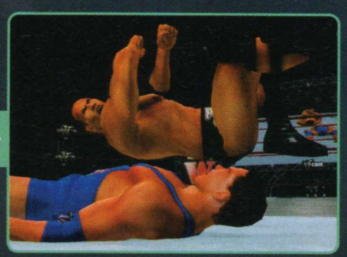
▲ Kane and the Undetaker salute, er, themselves on the big screen. How vain.

▲ Check out the special effects. Makes the PlayStation entrances look weedy.

▲ The Undertaker rolls in with his new bad ass look. A hearse might have been too big.


▲ A decent WWF game is just the type of big title Xbox needs to raise its profile.


▲ Angle is down, giving the Scorpion King a chance to wind up the crowd. What a showman.

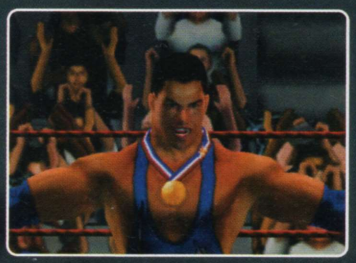

▲ The People's Elbow. That's why he's the most electrifying man in sports entertainment.

BACKSTAGE ASSAULT

Once you reach the top of the aisle and head backstage, you'll find yourself in one of six randomly-generated backstage areas. We've yet to see any of them, although it's fairly certain they'll bear a certain resemblance to those of the *Smackdown!s*, so expect parking lots, boiler rooms and locker rooms.

"D'VON, DON'T GET THE TABLE!"

The game places much less emphasis on the whole sports-entertainment side of things than *Just Bring It*, so there are no tables, ladders or chairs involved. Instead, what you get is pure, sim-style grappling action, although visually it's very arcadey. A winning combination, if you ask us.


▲ Kurt Angle's more technical and mat-based style will benefit from the new type of gameplay.

▲ It may be less spectacular without all the props, but it may also make for a better game.

▶ The Rock does what all wrestling fans would love to do and drives Angle's head into the canvas.

MOVING IN!

There will be around 100 different moves and taunts per character so, in total, the game will contain 3,000-4,000 different moves. That's a lot of whoop-ass in anyone's book.

▲ That's Pedigree chum! The greasy-haired Triple H shows the Rock no mercy.

▲ You'll be able to recreate every move you've seen on telly with the power of Xbox.

LOOK AT THE SIZE OF THAT!

Anchor claim that, compared to PS2, it's very easy to program for Xbox, primarily because it uses DirectX (a magic bit of software from Microsoft that has become the standard development platform for Windows-based PCs). As such, *Raw is War* is already looking pretty advanced despite the incredibly short time spent developing it thus far. The Anchor bods expressed doubt about other Xbox games though – their major worry being that too many publishers were simply relying on porting PC games. They said that the sheer physical size of the machine would be likely to limit how successful it would be outside of the US – at the Tokyo Games Show at the end of March people were seen laughing at how big it is. They also added, sagely, that it would probably break your foot if you accidentally dropped one.

INSTANT REPLAY!

The game aims to be the most accurate recreation yet of what WWF is like on TV. When one player pulls off a big move, the play is shown in the bottom right of the screen while the top left shows a great replay.

BLOODY HANDS!

One of the more pleasing aspects is the fact that there's no shortage of ketchup. When we performed a suplex outside the ring, our opponent immediately had blood oozing from their head. Their plasma will even stain the mat. Nice.

1992 SummerSlam, one of the WWF's most important shows of the year, is held in front of a sellout crowd of over 80,000 at Wembley Stadium. The Undertaker comes to the ring on the back of a hearse although the highlight is a classic match in which Davey Boy Smith beats Bret Hart for the I-C title.

1995 Steve Austin joins the WWF. His first, quickly-forgotten, gimmick sees him being billed as The Ringmaster.

1996 The Steve Austin phenomena is born with an interview at King of the Ring in which 'Stone Cold' first coins the phrase 'Austin 3:16'.

1997 In the most notorious finish of all time, Shawn Michaels beats Bret Hart for the WWF title at the Survivor Series in Montreal when Vince McMahon calls for the bell to be rung.

1998 Mick Foley – under his Mankind persona – faces Undertaker in the now-infamous Hell in a Cell match during which he is thrown off the top of the cage through an announcer's table at ringside.

1999 Owen Hart falls to his death after a stunt, in which he was meant to be lowered into the ring, goes wrong live on the WWF's Over the Edge pay-per-view show.

2000 *Smackdown! 2 Know Your Role* becomes the fastest selling PlayStation game ever in the UK.

2001 *Smackdown! Just Bring It* due to be released in December on PS2.

2002 *Raw is War* due to be released in March for Xbox.

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Craig David 7 Days	1027	**Football** City till I die	1132	**Linkin Park** Crawling	1247
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Dido Here with me	1112	**Football** Match of the Day	1131	**Mel C** Never Be the Same Again	1094
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Eagle Eye Cherry Are You Still Having Fun	1169	**Football** Wave the Blue Flag	1152	**Modjo** Chillin	1231
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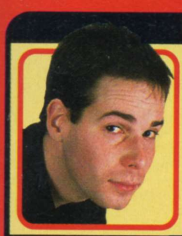
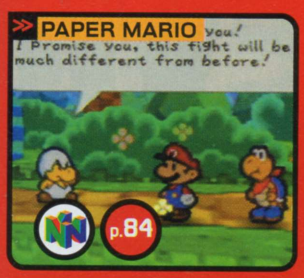
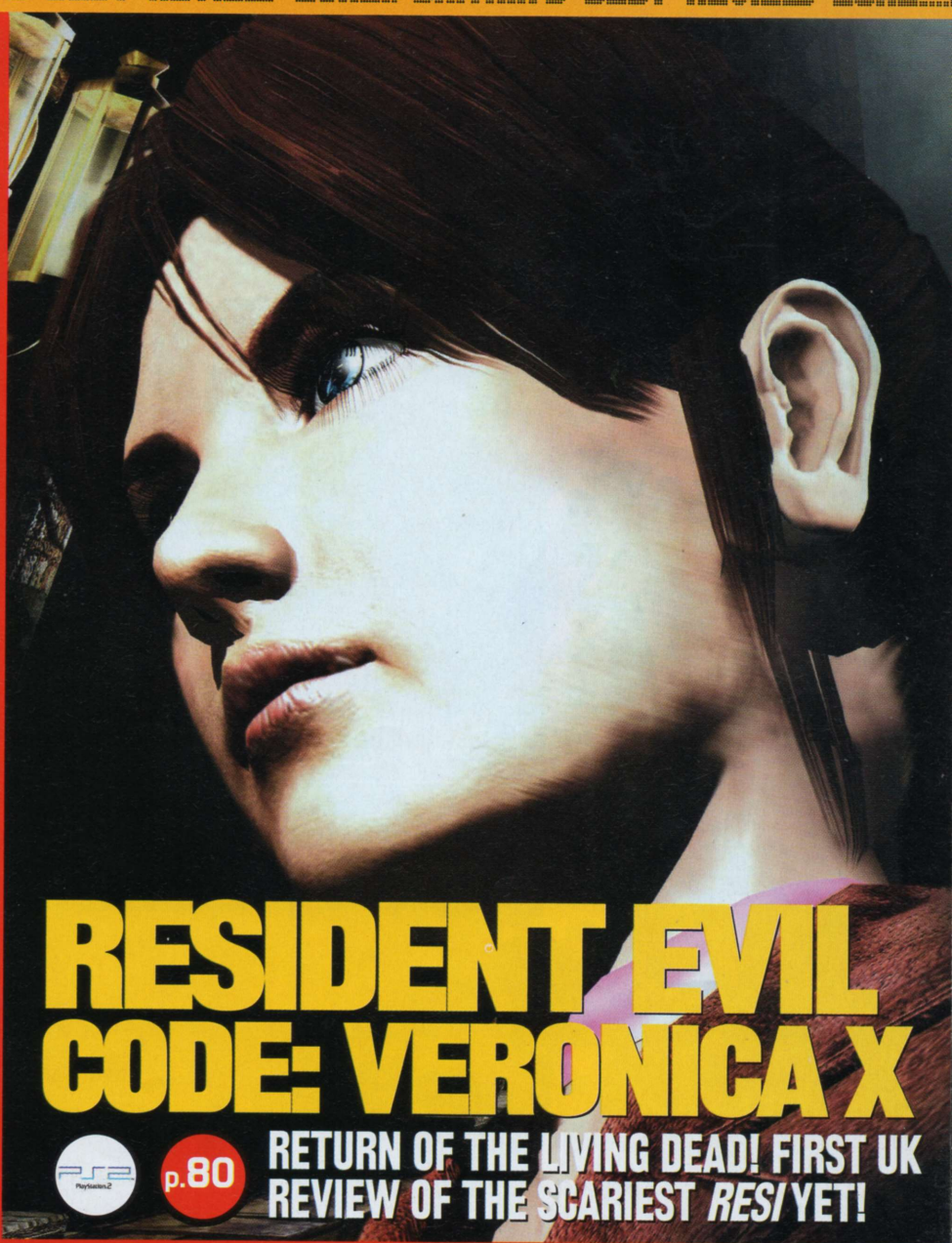
REVIEWS EDITOR



Hello and welcome to my domain! You're about to enter the most in-depth reviewing area in the whole world! We endeavour to review EVERY new game EVERY single month, along with full reviews of games that are currently big in Japan and the US, thus making sure you're right up-to-date with the very latest gaming releases. Enjoy!

Oliver Hurley





RESIDENT EVIL CODE: VERONICA X

p.80

RETURN OF THE LIVING DEAD! FIRST UK REVIEW OF THE SCARIEST *RESI* YET!

THE SCORE

90 to 100% Tippety top cream of the crop. If you own the console, buy this!	**40 to 50%** Quite simply not very good. We played it – we didn't like it.
80 to 90% A great game. If you like the sound of it you should get it in.	**30 to 40%** Oh dear. Perhaps the programmers should play some 'games'.
70 to 80% Neat enough but a little lacking. Still, if you really must have it...	**20 to 30%** What the...P! This looks awful and plays awful as well.
60 to 70% A game scuppered by an annoying flaw or two. Shame.	**10 to 20%** Not a videogame at all but a device of mental torture.
50 to 60% Above average but only just. Spend your cash elsewhere.	**0 to 10%** Like dangling your diddlies in a mincing machine.

THE VERDICT

Factpack
The stuff you need to know

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography
These guys have also made...

FIFA '98	68%
FIFA '99	90%
FIFA 2000	78%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

Are the game's makers hot or not? Want to know what games they've made before? It's all here!

If the game scores over 90% GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

The final verdict in one snappy soundbite with the only score that counts at its side.

It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:

Graphics: What does it look like? Does it move smoothly? Enough variety?

Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?

Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

REVIEWED THIS ISSUE...

HANDHELD HEAVEN p.98 • Dizzy's Candy Quest • Powerpuff Girls • Colin McRae • Prince Naseem Boxing • VIP • Robocop • Top Gun • Ready 2 Rumble Round 2

RESIDENT EVIL CODE: VERONICA X (PS2)	80
PAPER MARIO (N64)	84
HOT POTATO (GBA)	86
CITY CRISIS (PS2)	86
SOLDIER OF FORTUNE (DC)	87
SHEEP, DOG 'N' WOLF (PS)	88
XG3: XTREME G RACING (PS2)	90
DARK CLOUD (PS2)	92
HOUSE OF THE DEAD 2 (PC)	94
EPHEMERAL FANTASIA (PS)	94
BOMBERMAN TOURNAMENT (GBA)	95
ESCAPE FROM MONKEY ISLAND (PS2)	96
ATV OFF ROAD (PS2)	100
TOMB RAIDER: CURSE OF THE SWORD (GBC)	101
CHARGE 'N' BLAST (DC)	102
WHO WANTS TO BE A MILLIONAIRE? JUNIOR (PS)	103

Reviews Round-up p.103 Colin McRae Rally (PC) • ISS Pro Evolution (PS) • TOCA World Touring Cars (PS) • Int'l League Soccer (PS2) • Dino Crisis 2 (PS) • Alien Resurrection (PS) • Buzz Lightyear (PS) • Incredible Crisis (PS) • Sabrina the Teenage Witch (PS) • Diablo 2 Expansion Set (PC) • Int'l Cricket Captain (PS) •

The Evil lurks over the page. Get flipping for the fright of your life.

REVIEWER

Rick Moulton

OUT: SEPTEMBER

FORMAT: PS2 PRICE: £40 DEVELOPER: CAPCOM PUBLISHER: CAPCOM SPECIAL FEATURES: DUAL SHOCK 2 OTHER FORMATS: DC CALL: 020 7925 2565 PLAYERS: 1

Close those curtains, **turn off** those lights, and wear **clean underwear.** *Resident Evil* has **moved back** in.

Resident Evil Code: Veronica X

GAMING MASTERPIECE

► Claire Redfield: foxy game character, fashion model, and part-time zombie killer. Eat your heart out Buffy Summers!

Softography

These guys have also made...

Resident Evil	90%
Resident Evil 2	93%
Resident Evil 3	94%
Resident Evil Code: Veronica	94%
Onimusha: Warlords	90%
Street Fighter Collection 2	49%

***Code: Veronica X*? Have Capcom finally lost it and turned the *Resi Evil* series into some sort of dodgy X-rated adult entertainment?**

Nah. 'X' is simply the Euro-friendly name for *Code: Veronica Complete*, the PS2 version of Dreamcast's superb survival horror sequel.

SPOT THE DIFFERENCE

To the untrained eye the two versions look exactly the same, using those gorgeous 3D backgrounds that pan, sweep and zoom like your favourite action movie, with lovingly lit and richly detailed polygon characters.

Picking up three months after *Resi 2*, gun-toting girl Claire Redfield winds up in the slammer after tracking her brother Chris to an island

The Story So Far!

The first *Resident Evil* movie may be on its way to the big screen (from the look of it, we hope it's the last time too) but, in game terms, *Code: Veronica* ranks as the fourth in the series. Let's catch up...

Meet The S.T.A.R.S!

If *Code: Veronica* was a movie, we'd cast Sarah Michelle Gellar as Claire, Ben Affleck as Chris and Val Kilmer as Wesker.

Name: Claire Redfield
Age: Never ask a woman
Height/Weight: *Do not ask*

Kicked out of school for making exploding pens in chemistry. Kills zombies, finds lost brothers.

◀ *Veronica X*'s cool lighting effects really show off the pretty features of our Claire. So long, Lara!

Name: Chris Redfield
Age: 28
Height/weight: 181cm, 80.5kg

After selling film rights to his first *Resi* adventure, Chris now collects stamps – and guns.

◀ Claire may be tough but she still needs the help of a man to kill zombies and fix the toaster.

Name: Albert Wesker
Age: 38
Height/weight: Classified

Al to his friends (both of them), Wesker hides a secret under his shades. Not a Westlife fan.

◀ A blast from *Resi*'s past, Wesker is a real mystery man. And he's more powerful than he looks.

outpost run by those environmentally unfriendly Umbrella people.

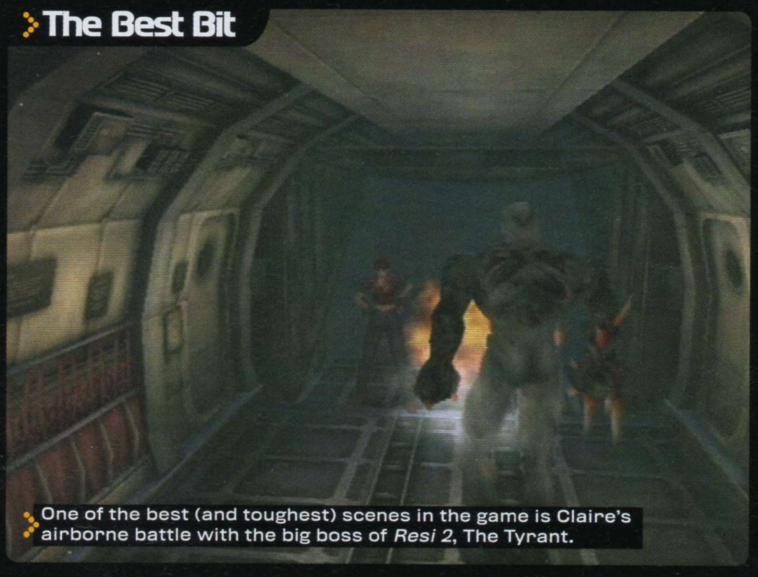
ZOMBIE NATION

This being a *Resident Evil* game, naturally the doo-doo soon hits the fan and the zombies start doing their best *Thriller* video impression.

At first, *Veronica* feels just like the old PSone *Resi*s, right down to the way Claire turns – rooted to the spot –

"... Gorgeous 3D backgrounds that pan, sweep and zoom, with lovingly lit and richly detailed polygon characters..."

The Best Bit

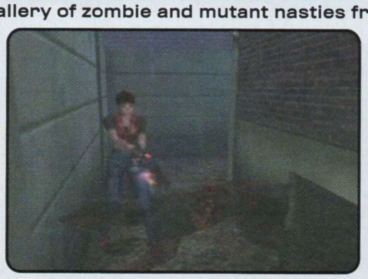


One of the best (and toughest) scenes in the game is Claire's airborne battle with the big boss of *Resi* 2, The Tyrant.

Top of the Rots!

Code: Veronica features a rogue's gallery of zombie and mutant nasties from *Resident Evil* games gone by.

▲ This time the zombies are quicker on their festering feet and attack in greater numbers.

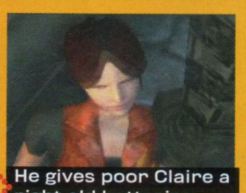


▲ These pooches aren't cute and fluffy. Keep an ear out for their padding sound or lose your arm.

▲ Arachnophobes beware: *Veronica* sees the return of huge, venom-spitting spiders. Fetch the bug spray.

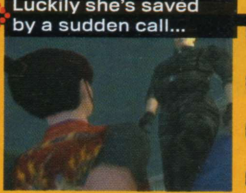
Aaaand Cut!

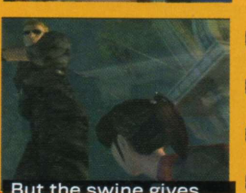
The first new scene, and Wesker appears!



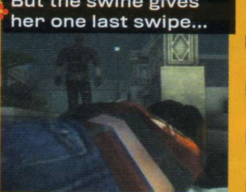
He gives poor Claire a right old battering...

Luckily she's saved by a sudden call...





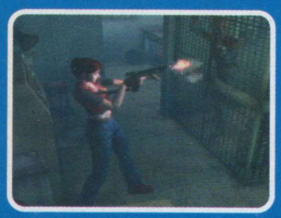
But the swine gives her one last swipe...



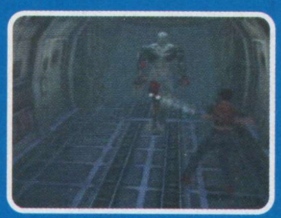
And he jumps off with *Matrix*-like power...

Guns — Lots of Guns!

The thing about the undead is, they're already dead, making them very hard to kill. Thankfully *Code: Veronica* comes with a small arsenal of zombie-wasting weapons, starring some old favourites and new additions.

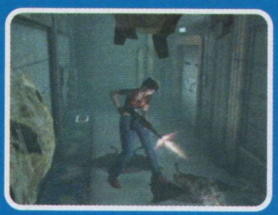


▲ As ever, the standard pistol can be modified to turn it into a powerful auto.

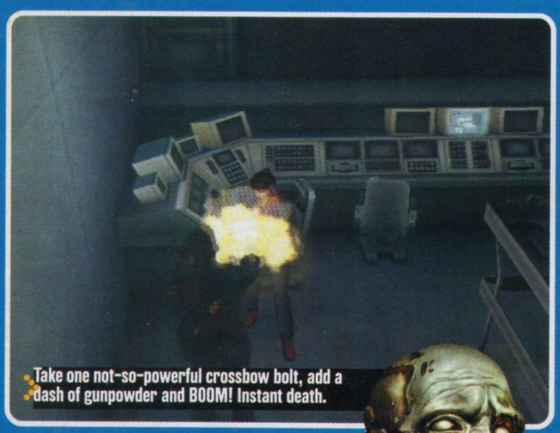


▲ Everyone's *Resi* favourite, the grenade launcher returns in fire and acid flavours.

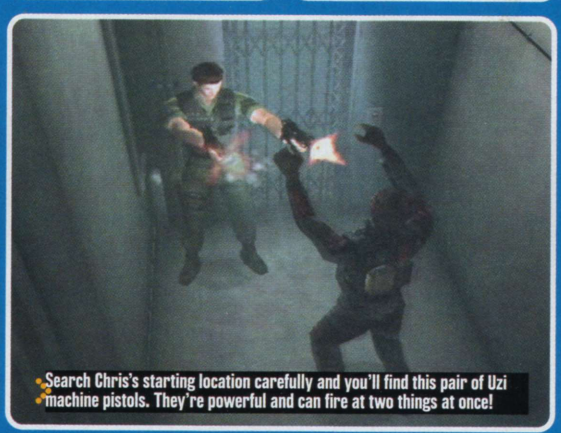
▼ The machine gun is super powerful but its bullets won't last forever.



▼ The new sniper rifle is essential for taking out opponents at a safe distance.



Take one not-so-powerful crossbow bolt, add a dash of gunpowder and BOOM! Instant death.



Search Chris's starting location carefully and you'll find this pair of Uzi machine pistols. They're powerful and can fire at two things at once!

Monster Mash!

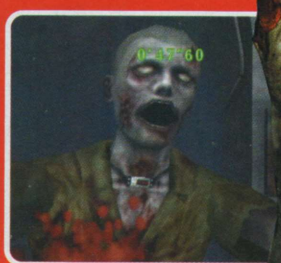
Code: Veronica features some of the m*Evil* games from days of yore, but the b

▼ One of the first new creatures *Code: Veronica* throws at you is the nasty Albinoid. It can usually be found in water, attacking anyone who comes near it with electric shocks. Watch out for its babies, too.

These are just a small selection of some of the creepy creatures you can find in *Code: Veronica X*. But the real stars of the show are the zombies, bless them, and this time they come in all sorts of shapes and sizes. You get plain old stumblers, speed walkers, floor crawlers and new explosive zombies – one bullet and shards of rotten flesh fill the room. It's truly a sight to see with your eyes.

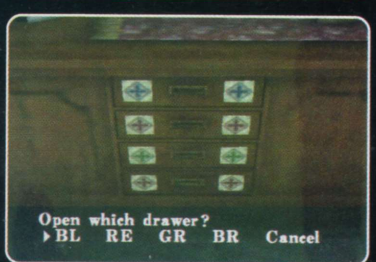
Be the First!

If you thought *Resi* would make a great first-person shooter now you can find out. Unlock the Battle mode (by completing the game), and you can play a selection of levels from either a first or third-person perspective.



▲ "Gawd – your breath smells like death!" The Battle mode allows you to get rather too close for comfort.

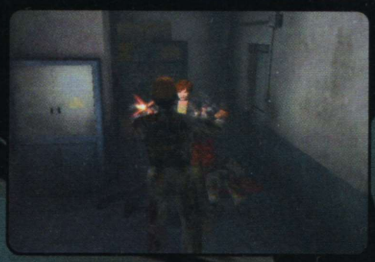
▲ This groovy clubber's outfit for Claire is one of the many secrets you can unlock in the Battle mode. Burn, baby, burn!



Factpack

The stuff you need to know...

Playable characters	3
Number of bosses	3
Weapons	10
Best weapon	Explosive arrows



▲ At one point in the game, you'll switch control to Steve and unleash hell with your pair of pistols.

▲ Fellow escapee Steve Burnside won't half get on your wick – but he does come in handy from time to time.

> "... Nothing else on PS2 captures *Veronica X*'s gripping gameplay..."

without moving her feet. But there are more shocks, surprises, plot twists and massive monsters than ever. From the speedier, sneakier zombies (they now climb stairs!) to the elastic-limbed menace that is the Bandersnatch, *Code: Veronica* ups the action ante to the extreme.

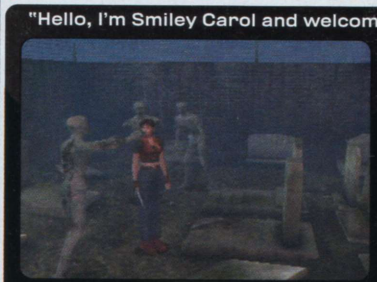
CHOP 'N' CHANGE

Like *Resi 2*, you'll take control of more than one character. Kicking off with Claire, you'll soon switch to floppy-haired Steve – a fellow prison escapee who's a dab hand with a pair of Uzis but has trouble keeping his mind on the job and off our heroine's pretty face. About halfway through, big brother Chris comes to save the day, and it's time to revisit old levels, *Resi 2* style – albeit with new enemies and puzzles.

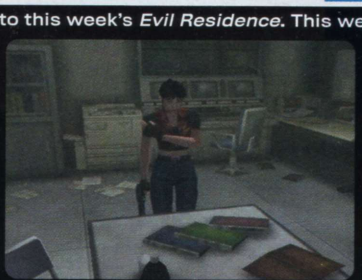
Fans of the classic *Resi Evil* brain-teasers won't be disappointed with *Veronica*. After *Resi 3*'s stab at originality, it's a return to the old 'get

On Location With Claire and Chris!

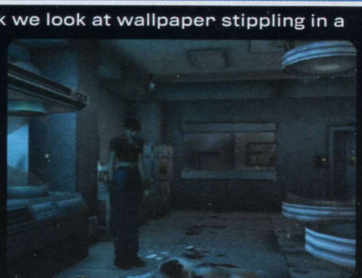
"Hello, I'm Smiley Carol and welcome to this week's *Evil Residence*. This week we look at wallpaper stippling in a



▲ The game kicks off in typically creepy graveyards, as the undead wake up with a craving for flesh.

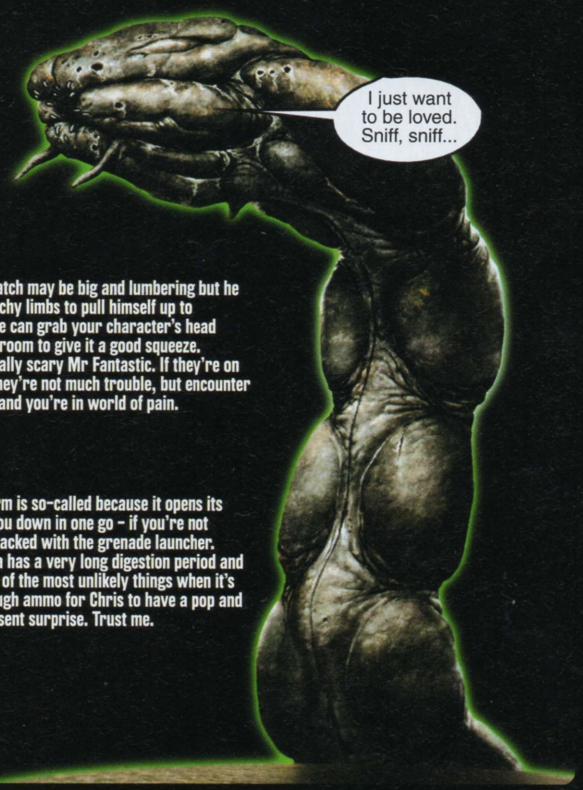


▲ The Umbrella base houses a Military Training Facility, which looks a lot like *Resi 2*'s police station.



▲ Hidden inside the innocent exterior is this lab, home to a particularly nasty experiment.

ixed-up mutant monsters you'll ever be lucky enough not to meet in a dark alleyway. Some are old friends from *Resi* ers below are all brand new – and reach new levels of utter grotesqueness.



◀ The Bandersnatch may be big and lumbering but he can use his stretchy limbs to pull himself up to platforms, and he can grab your character's head from across the room to give it a good squeeze. They're like a really scary Mr Fantastic. If they're on their own then they're not much trouble, but encounter a group of them and you're in world of pain.

▶ The Gulp Worm is so-called because it opens its gob and gulps you down in one go – if you're not careful. Best attacked with the grenade launcher. This cheeky fella has a very long digestion period and can cough some of the most unlikely things when it's killed. Save enough ammo for Chris to have a pop and you'll get a pleasent surprise. Trust me.

emblem from room A, run to the other side of the level and insert in door B' scenario. It's laborious, but somehow you can't help but love its simplicity.

HOT PLOT

Yet the real fun lies in digging deeper into the plot (there's even decent voice acting this time), which delves into the history of Umbrella, and the return of old adversary Wesker – the mysterious man who stars in the two small cutscenes that make *Veronica X* different from *Code: Veronica*.

Reach the middle and end points of the game and you'll be treated to two FMV cutscenes not seen on the DC version. And, er, that's all, folks.

For those DC *Veronica* fans who've recently switched to PS2, it's not enough to warrant shelling out another £40 just to see five minutes of footage (especially when you can see them here for nowt). But for survival horror junkies who've been dying to blast the undead since *Resi 3* it's a dream come true – as long as you don't mind the puzzle-solving legwork breaking up the action, or the suspense-filled camera angles which still stop you from seeing what's only a few feet away.

There's nothing on PS2 at the moment that comes close to matching *Veronica X*'s gripping gameplay and visuals. This is the sort of quality you shelled out £300 for. If you don't invest in *Code: Veronica X*, you might as well use your PS2 as an expensive dorstop.

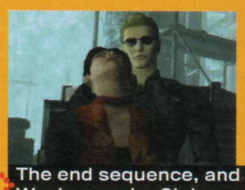
▲ Clever puzzle, this. To see a secret number on this picture you'll need to tap into the security cameras.

Free Demo Disc!

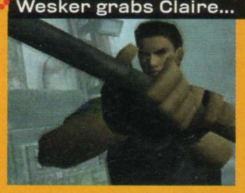
Like *Z.O.E.* and the *MGS2* demo, *Code: Veronica X* comes with a playable preview of Capcom's gothic horror shooter *Devil May Cry* (see page 28). Designed by the brains behind *Resi Evil*, it's a lovely-looking hybrid of *Resi* and *Soul Reaver*-style demon blasting.

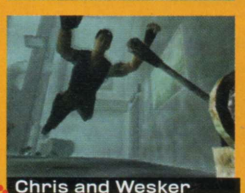
▲ Buy *Code: Veronica* and you can see what *Resi*'s creator is up to next – before anyone else.

Aaaand Cut!

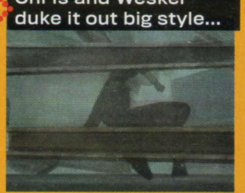


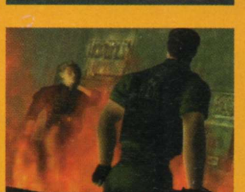
The end sequence, and Wesker grabs Claire...





Chris and Wesker duke it out big style...





Wesker is trapped by fire – but escapes.

Judgement

GRAPHICS Creepy camera angles with moving backgrounds, lovely lighting, and loads of detail.

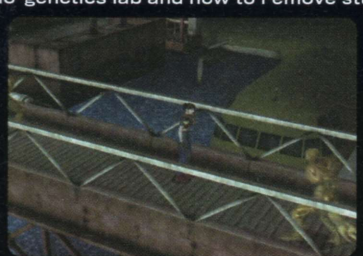
GAMEPLAY If you can get over its old skool PSone feel, *Veronica* is the best *Resi* yet.

LIFESPAN It's not massive by any means, but the Battle mode is a fun, added extra.

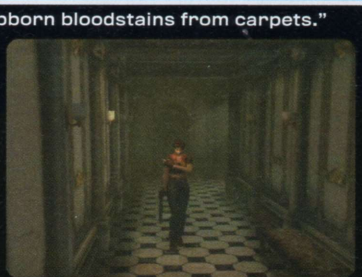
It may not rewrite the *Resi Evil* rule book, nor be drastically different to the DC version, but *Veronica X* is pure goodness.

Overall 92%

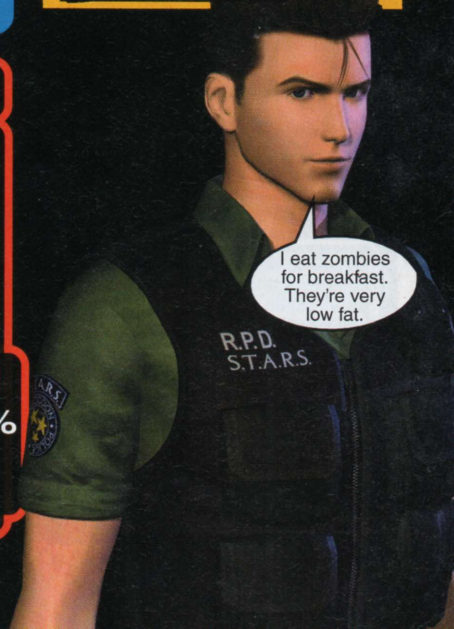
bio-genetics lab and how to remove stubborn bloodstains from carpets."



▲ Like the best James Bond baddie's hideout, the Umbrella HQ has a secret airbase for getaways.

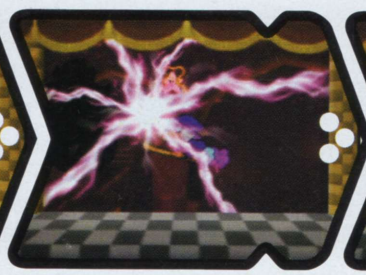


▲ Where would a *Resi Evil* game be without a dark, spooky mansion to creep around in?



REVIEWER

Alan Maddrell



OUT: SEPTEMBER FORMAT: N64 PRICE: £45 DEVELOPER: INTELLIGENT SYSTEMS PUBLISHER: NINTENDO SPECIAL FEATURES: NONE OTHER FORMATS: NONE CALL: 01703 652 222 PLAYERS: 1

Factpack
The stuff you need to know...

Playable characters	2
Expansion Pak?	No
Companions	8
Ending	Happy

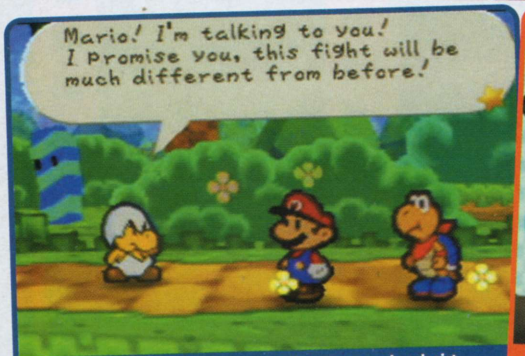
A *Mario* RPG is here at last. Paper! Paper! Read all about it!

Paper Mario

GAMING MASTERPIECE

Companions!

Choosing the right chum to fight alongside you in combat is an essential part of the game – different talents will be called upon in different situations. So, meet a few of our favourites...

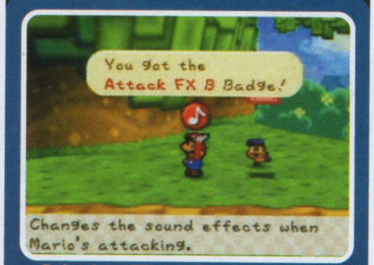


▲ Kooper here is a Koopa who wants to become an archaeologist. Takes all sorts to make the world go round, eh...?

▲ Watt's a sparky little fella who can handily illuminate the dark areas and do serious damage against your vulnerable foes.

▲ Lakilester's trying really hard to try and impress his missus. You can climb on his back and fly to those hard-to-reach places.

Badge Bonus!



▲ Badges have different effects in combat, so choose the best. This one makes silly noises.

▲ There are tons and they're all worthwhile. Build up the Badge points to use the lot.

For those who say Nintendo only do games for kids, *Paper Mario* will look like a bit of a godsend.

From the moment you slot the cart in you're immersed in a world where cute things happen to cute characters, so it's easy to think you're in for a dull, simplistic ride into the land of Nausea.

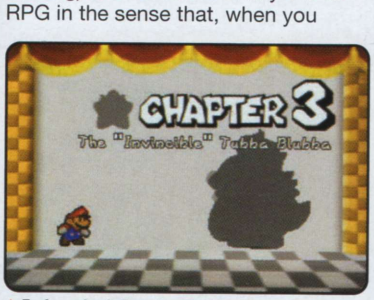
But you'd be wrong. While *Paper Mario* is a safe bet to give to your six year-old brother, it's definitely (cliché coming) one for all the family. It's an RPG in the sense that, when you meet one of Mario's familiar enemies the view changes to a side-on, turn-based affair, where you take turns to leap out and deliver damage to your opponent until one of you keels over. Sure, there's walking around to do and even jumping but, as it's done in a weird 2D style, it doesn't get boring.

PANTOMIME

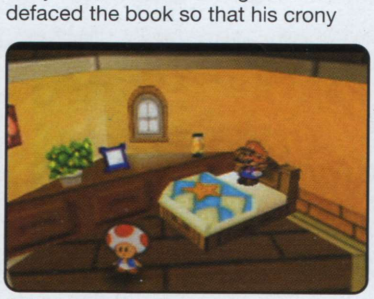
The idea is that you're watching a distinctly pantomime-style show in a story box, but Bowser's gone and defaced the book so that his crony steals the magic Star wand to make himself all-powerful and defeat the 'tached plumber once and for all. The game opens with a sequence where you have to fight the super-powerful Bowser and receive a particularly merciless whipping. It's a gripping start, and developers Intelligent Systems have paid a lot of attention to making the story a delight to follow.

COOL COMBAT

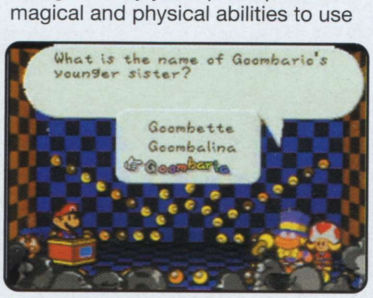
Along the way you'll pick up extra magical and physical abilities to use



▲ Each section is introduced with a title screen. They look just like an ickle picture book, see?



▲ It's smart watching Mario waft into bed on a breeze. Just as papery as paper can be...



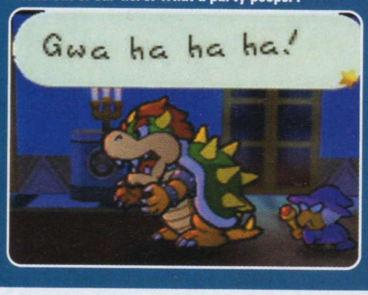
▲ This quiz bloke tests whether you've been paying attention. The rewards are sweet!

And in the Beginning, There Was...!

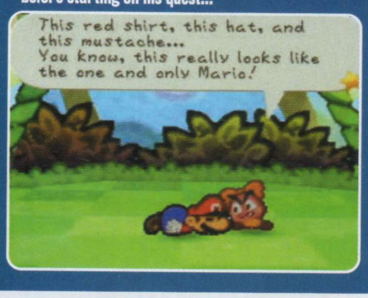
Paper Mario features quite a disturbing starting sequence, where Mazza gets skanked on by his arch enemy, Bowser. Have a look at it in action here...

▲ Peach delivers an invitation for you to one of her parties. Cake's on the menu. Yummy!

▲ There she is, the ravishing beauty. Excuse me, I think I'm about to throw up.



▼ Oh no! Bowser's about and he's beating seven bells out of our hero. What a party pooper!



▼ Mario lies unconscious on the floor, recovering before starting on his quest...

The Best Bit

The overall visual style of *Paper Mario* will have even the most hardened cynic blubbing out: "He's behind you!" Bless.

Softography

These guys have also made...

Game Boy Wars	N/A
Card Hero	N/A
Mario Kart Advance	N/A
Napoleon	N/A
Pokémon Puzzle Challenge	88%

in combat, making the fighting much more intelligent and engaging than you'd think at first. For example, to pull off a Super Hammer Smash, you select an attack then press Left on the analogue stick until a star lights up.

... The developers have created countless unforgettable characters, from weird fortune-tellers to an enormous Boo...

Then, release the stick to do extra damage, so there are no dull *Final Fantasy*-style moments where you sit back and wait for the flashy combat sequence to finish. You'll also meet a lot of the usual Mario Land citizens who will be keen to join you and have a pop at fighting, each with a number of attacks. You can choose to level them up too, which is nice.

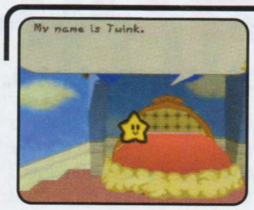
COMEDY MOUSTACHES

The people you meet will provide a lot of entertainment as the game progresses. With a few simple brush strokes, the developers have created countless unforgettable characters, from weird Jawa-like fortune-tellers with moustaches to an enormous Boo who fights you in the dark and speaks in wibbly letters.

Of course, this sort of nonsense isn't going to suit everyone's tastes. If you really can't see through the kiddy graphics to the unique charm, rivetting plot, and creative gameplay you might do well to look elsewhere for your quality RPG action – it's your loss. However, if you appreciate a game that's as solidly built as The Rock and just as entertaining, you can't do any worse than invest in a copy of this genuinely funny, inventive treat of a game.

Friends!

The Star Spirits have to be liberated before they're any use to you. They kick royal arse later on in the game, though.



Twink is the Buttons (of *Cinderella* fame) of the crew, taking messages from Peach to Mario in times of need. Bless.

Luigi's job is to stay at home and look after the house. It's a real insult to Mario's bro', but at least he's the GameCube star.

You'll meet weirdos like this fortune-teller all the time, so get used to hanging round a series of freaks.

Captured!

It's the same old plot, but Mazzer rules so we don't give a toss.

▲ You'll never guess. Peach has been kidnapped yet again. Terrible dialogue is inflicted on her.

▲ Sniffle indeed. She soon starts exploring the castle. It's just like *Metal Gear Solid*...

▲ Twink delivers messages to Mario, as well as the odd useful goodie. Not a great help, really...

Judgement

GRAPHICS Simple, bright colours and 2D shapes. It may sound simple but it looks a real treat.

GAMEPLAY Again, very simple but just hard and complex enough to really grab your attention.

LIFESPAN Bigger than you'd think, and you'll spend ages just pottering about. Definitely worth it.

A great example of what Ninty do best: simple, high-quality gameplay. RPG buffs and anyone with a heart should lap this up.

Overall 91%

Where It's At!

The game world of *Paper Mario* is blimmin' enormous, but here are a few selected highlights from it.

▲ The palace is the hub of the game. Peach creeps round it and the final confrontation is set there.

▲ Dry Dry Desert is huge and full of strange customers, including a pint-sized crime boss.

▲ You start out in the forest, though. It's absolutely littered with Goombas, Koopas and the like.

OUT: NOW FORMAT: GBA PRICE: £35 DEVELOPER: PUKKA GAMES PUBLISHER: BAM! ENTERTAINMENT

Part of the game's charm is the animation of the tiny spuds. They're awfully cute, the little tykes.

Hot Potato

Potato! Potato, potato, potato, potato. GBA! GBA: the last word in potato.

Every handheld puzzler gets compared to *Tetris* or *Bust-A-Move*. Well, I'm going to compare *Hot Potato* to both, as it takes the vertical scrolling of *Tetris* and mixes it with the colour matching of *Bust-A-Move*. Wow.

You're in control of a bus with six potatoes on – some red, some blue. The road ahead is blocked by potatoes which can only be cleared when they connect with a spud of the same colour. You have to rearrange your bus of potatoes, firing off the front three to clear your path. Clear?

EASY TO PICK UP

Despite this convoluted description, *Hot Potato* is easy to pick up, but finding an effective tactic ain't easy, which is the secret of a good puzzler: easy but hard. Dark but light.

So clever and yet so simple that you might begrudge spending 30 squids on it.

Spud-U-Like!

What makes the game all the more appealing is that you're not just stacking blocks or bursting bubbles; you're actually dealing with cute little alien vegetables. I mean, these are real, living creatures goddamit.

▲ If you can't clear the whole screen the priority is to clear a path to drive your bus through.

▲ As well as getting points for mashing the potatoes, there are big bonuses to fire at as well.

▲ It's very daft but it's oh-so very playable.

Judgement

GRAPHICS The potatoes are cute enough but the levels are fairly bland. It's no *F-Zero*.

GAMEPLAY Effectively simple. The learning curve could be a bit kinder, or perhaps I'm cack.

LIFESPAN Fun for an hour or so's play but it lacks the spice of life to make it an essential buy.

A treat of a game and a welcome addition to handheld puzzling, but £35! It's not exactly a bargain.

Overall 72%

REVIEWER: Dave Harrison

OUT: NOW FORMAT: PS2 PRICE: £40 DEVELOPER: SYSCOM PUBLISHER: TAKE 2

▲ You'll need a steady hand and cool nerves to hover over a burning building while picking up people.

▲ Help the cops catch a bus hijacker by training your chopper's spotlight on the fleeing felon.

City Crisis

No, it's not a sim of a stock market crash. Be a city saviour.

Think of *City Crisis* as being *Police Camera Action: The Game*. As a brave helicopter pilot it's your job to fly across the city in question, putting out fires and winching injured residents (and, of course, their pets) to safety.

As well as acting for the fire brigade, you also help out the police. For instance, one level sees you trying to keep your spotlight on a speeding bus thief as the rozzers close in on him.

CHEEKY CHOPPERS

Surprisingly, for PS2, it's an original idea that works well. There are three choppers to choose from – plus secret ones to unlock – each with varying levels of speed, controlability and armour.

The city, too, is a mixture of tall skyscrapers, schools, offices and even a fairground – all vying for a clipping from your rotors.

Fans of the classic *Desert Strike* will be right at home with the gameplay here, except you've got a water cannon and extinguisher rockets at your disposal instead of guns and missiles.

It makes a pleasant change to be saving people's lives in a game, rather than shooting them, so it's certainly a parent-pleaser.

And, while the graphics aren't great (in that PSone game suddenly ported to PS2 kind of way), the gameplay is solid enough to drain a few hours of your precious time.

It just depends if you want to pay £40 for some seriously old skool gameplay wrapped up in shiny 3D packaging.

Judgement

GRAPHICS Looks like a PSone game at first glance, and the camera view gets really annoying.

GAMEPLAY If you can go without guns, it's surprisingly fun to play – in a 16-bit kind of way.

LIFESPAN There are choppers to unlock and a Time Attack mode to add to the longevity.

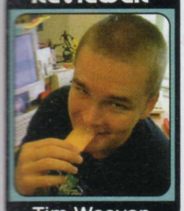
For sheer originality's sake it's well worth a look – as long as you can put up with gameplay that was common 10 years ago.

Overall 74%

City Crisis turns gaming on its head as you concentrate on saving rather than shooting people.

REVIEWER: Rick Moulton

REVIEWER



Tim Weaver

OUT: NOW | FORMAT: DC | PRICE: £30 | DEVELOPER: RAVEN | PUBLISHER: UBI SOFT | SPECIAL FEATURES: VMU | OTHER FORMATS: PC | CALL: 0181 944 9000 | PLAYERS: 1

Break Your Body!

The most enjoyable bit of *SoF* is taking apart someone's body. With the game's GHOUL system, just watch those body parts fly off...

Ooops, there goes the leg. Sometimes the Iraqi soldiers are killed instantly and sometimes you can put in afters.

Heads up! The most satisfying kill in *Soldier of Fortune* comes when you watch opponents' heads vapourise.

Get enough heat going and – if you're patient – your victim will eventually explode into a shower of blood.

▲ Location: Japan. This'll sort the men from the boys, as the enemies in this part are absolutely rock.

It's **the world's most violent** game and it's on Dreamcast. Prepare to **lose some vital limbs...**

Soldier of Fortune

***Soldier of Fortune* is like farting in the car. It's nasty, it's juvenile and people don't like it, but it makes you laugh. A lot.**

Similarly, like dropping a fart, *Soldier of Fortune* is a guilty pleasure; the sort of entertainment that you'll not admit to liking but which, of course, you'll love to bits.

CONTROL FREAK

This Dreamcast conversion looks about as close to the original as you're likely to get, with only the menu screens getting any sort of revamp. But, unlike the original, it suffers a number of key operational problems. The first is that Sega's set of chips can't seem to cope with what's going on – chugging when things get busy – while the second, and biggest, problem is that the controls are poor, with the crosshair jumping around all over the place when you're trying to aim. Worse, the analogue stick is far too sensitive, and there's not even an option to let you fiddle with this.

LOADS OF WAITING

And that's not all. The loading times are excruciating, appearing twice mid-level now. There's no in-game option to create space on your VMU, so make sure you've got a VMU with 16 free slots or you won't be able to save a thing. Oh, and there's no multi-player now either.

Despite this, though, it's still fun, frantic and magnificently violent – if a little basic. But it isn't up to the standards of the original and, by default, not quite as easy to recommend. Shame.

Softography

These guys have also made...

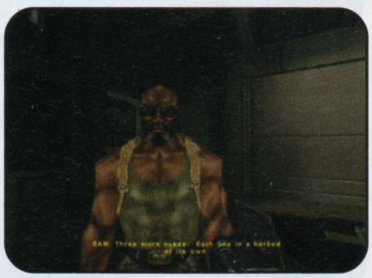
Heretic	81%
Hexen	63%
Hexen 2	65%
Heretic 2	68%
Take No Prisoners	N/A

Weapons!

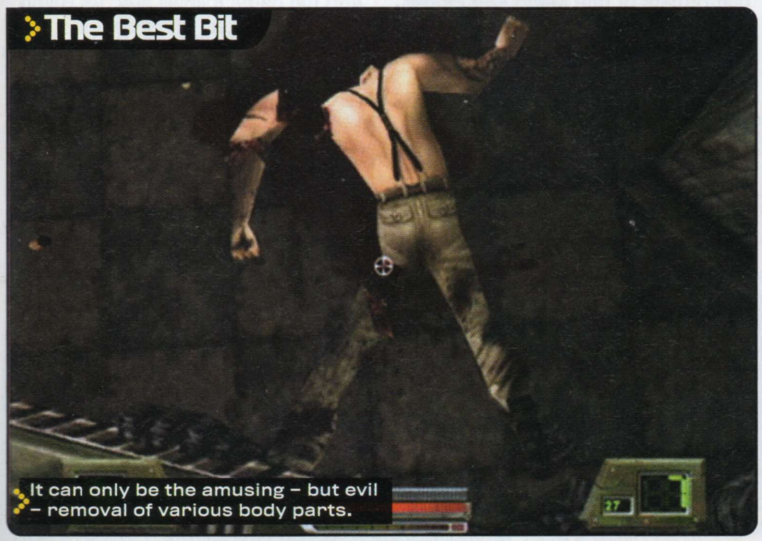
There's a stack of good weapons in *SoF* but, for more discerning customers, these are the ones to keep an eye out for...

▲ The machine gun. When you hit enemies with it they actually start dancing. Fantastic.

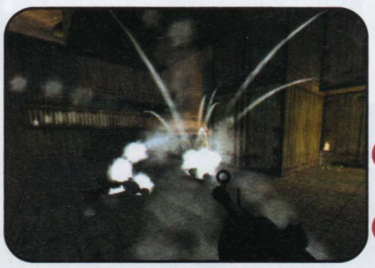
▲ The sniper rifle. Not great for crowds, but just look at those exit and entry wounds.



The Best Bit



It can only be the amusing – but evil – removal of various body parts.



Judgement

GRAPHICS Excellent throughout, though the gory detail isn't quite as good as the original.

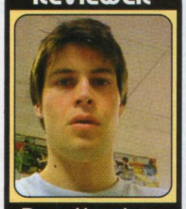
GAMEPLAY Straightforward, uncomplicated, enjoyable blaster. Nothing more, nothing less.

LIFESPAN It's a hard, long game, especially with those arse-numbing loading times.

A no-frills shooter, lacking its PC predecessor's edge, but packs a punch with stunning levels of violence and ace weaponry.

Overall 69%

REVIEWER



Dave Harrison

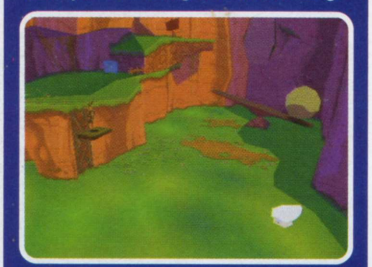
OUT: AUGUST | FORMAT: PS | PRICE: £30 | DEVELOPER: INFOGRAMES | PUBLISHER: INFOGRAMES | SPECIAL FEATURES: DUAL SHOCK | OTHER FORMATS: NONE | CALL: 020 8222 9700 | PLAYERS: 1

Bleat Surrender!

The sheep aren't the cleverest animals you'll come across, but they can prove very useful. Their fondness of lettuce and curiosity of big red buttons can be used to your advantage.

▲ Pick up a lettuce and the sheep will follow your every move. Leave a trail of lettuce and the wooly fellas will munch their way along.

▲ They're not too bright them sheep. Dress up as one, call one over and the dumb flockers will follow you – even through a minefield. Amazing!



▲ It's a little known fact that sheep just cannot resist playing with buttons. Leave them near a big red one and they'll hop along and jump on top.

Everything's ready. I've got **the shears**, the **mint sauce** and I'm **hungry like the wolf.** A sheep please!

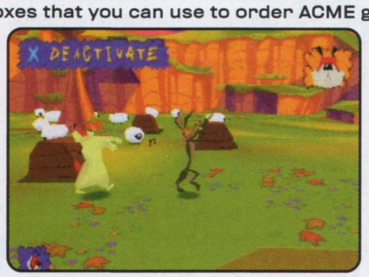
Sheep, Dog 'n' Wolf

GAMING MASTERPIECE

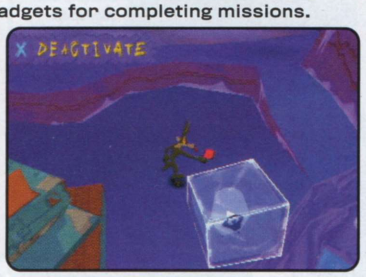
Mail Order!

In each of the levels you'll find mail boxes that you can use to order ACME gadgets for completing missions.

▲ A fan – not only useful for keeping yourself cool but also for powering a small raft. That's fan-tastic!



▲ A flute. Handy for playing magical music that can hypnotise Sam and lead him wherever you want.



▲ Got yourself a sheepsicle? Then a hairdryer should do the trick. It's like it's just stepped out of a salon.

I don't want to be cynical, but most cartoon videogames are complete arse. I also hate Christmas, and wrestling's fixed.

But then something appears that sprinkles magic on your brow and plants a flower in your heart, making you believe life can be fun again.

Softography

These guys have also made...

Bugs Bunny: Lost in Time	57%
Bugs & Taz: Time Busters	56%
Looney Tunes Racing	81%
Looney Tunes Space Race	60%
UEFA Challenge	42%

Sheep, Dog 'n' Wolf is one such thing. It gives you the kinda faith that makes you believe people go on to *Blind Date* to find true love, and not just to be on the telly.

CREATIVE CAPERS

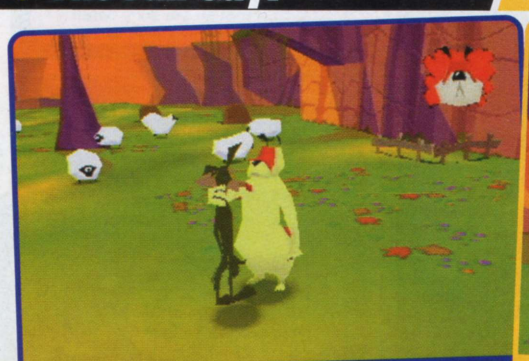
Part of the reason *Sheep* is so effective is it really stands out from all the other cartoon-to-game conversions that end up as sweaty 3D platformers or trite *Mario Kart* clones. Instead, *Sheep* is a mission-based, stealth and strategy puzzler. Get that! And it does this by mirroring the cartoon show, in which Ralph and Sam both clock on for a day's work. Ralph is the wolf whose job is to steal sheep, and Sam is a sheepdog – there to protect them. Ralph cooks up a series of cunning plots – each more extravagant than the last – which fail every time, and gets a pummelling from Sam. Simple but entertaining...

SAFE SHEPHERDING

And the game follows suit. As Ralph, you're presented with a series of scenarios where you must outwit Sam and get a sheep safely to a

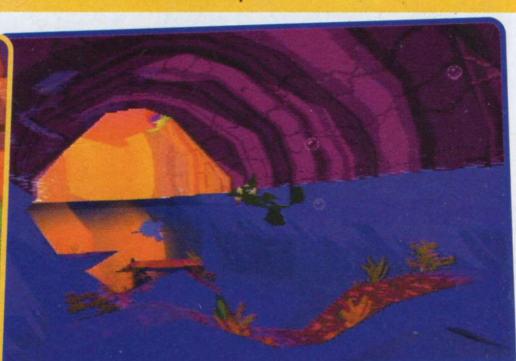
The Fall Guy!

It's not just Sam that'll give you a smack if you step out of line, as the cartoon universe is just chocker with danger. Rickety bridges, mines, falling boulders... it's a whole world of pain.



▲ He may be quite big-boned but Sam is one swift mover. If he just catches a glimpse of you he'll be smacking your face in, in seconds.

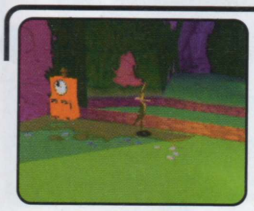
▲ You mess with the bull and you get the horns. This boorish bovine doesn't take kindly to being disturbed. He has some real issues to work out.



▲ Just when you thought is was safe to go back in the water they've gone and put frickin' sharks in there. Sharks in water! What's that about?

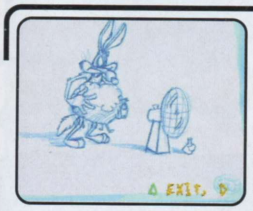
Clock Off!

There's not just sheep to collect. In each level there is a clocking-on machine to be found by accessing a secret area.



Once you find it, simply clock on and you will be rewarded with a bonus, just for being so clever. It's all give, give, give...

Once you've collected enough bonuses you can access them in the TV studios you visit between each mission.



Then you can swap these bonuses for art work or even some storyboard sketches. Worth it? Nah, not really.

designated goal. Sounds simple, but you will have to use all your cunning, wit and imagination to triumph.

BIG BAD WOLF

The first problem is that if Sam sees or even hears you, quick as a flash he'll put a fist through your face, so you have to be stealthy whenever you're near him. The next problem is that when you carry the sheep you're not that fast and you can't jump that far, so you've got to figure out how to get yourself and the sheep past the assorted dangers.

... *Sheep* really makes you think, but the levels are so tight that it doesn't take too long to explore to find the answers...

PUZZLE FUN

The game breaks down into platforming, stealth and, most importantly, strategy. It really makes you think. Even though there's plenty of on-screen help from Daffy Duck that'll help younger gamers, you will be stumped a few times.

What keeps you going is that you know the answer is in front of you. In *Tomb Raider*, if you couldn't do something there was a fair chance you missed a clue ages back, But in *Sheep* the levels are tight so it doesn't take long to explore and find answers – the gameplay's quite condensed.

The only bad points are that it's not the most technically proficient of games. Not surprising for a 3D PlayStation game, the camera is a bit clumsy and can make some of the platforming sequences more of a chore than they should be.

This is truly a great game, though. It's perhaps too simple and repetitive to be classed as a classic, but it's further proof that gameplay counts. This has more invention and genuine touches of class than the majority of PS2 games have in total.

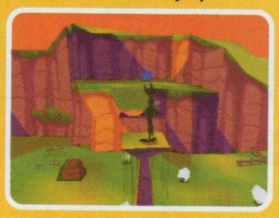
It All Makes Perfect Sense!

Each puzzle takes a bit of figuring out, but after a ponder or two the answer suddenly hits you right between the eyes. Immediately everything is right in the world and you feel *Jeopardy*-smart.

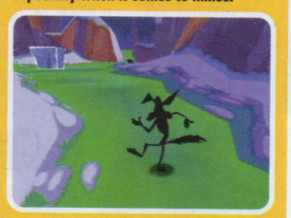
▲ Think you're off into the sunset? Think again, that exit's just painted on.

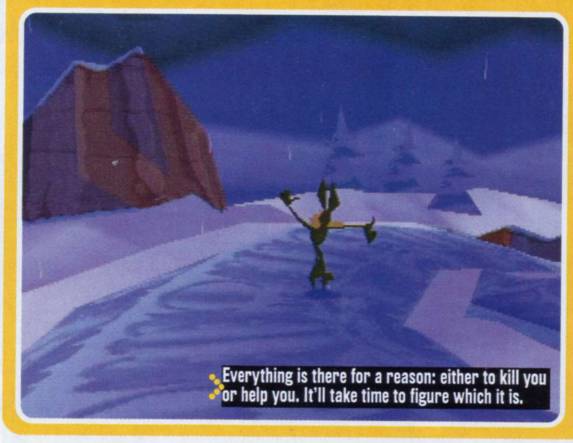
▲ Aha! The old 'hang in the air for a second or so until you fall to your death.

▼ It's part platformer so don't be afraid to take a run and jump.

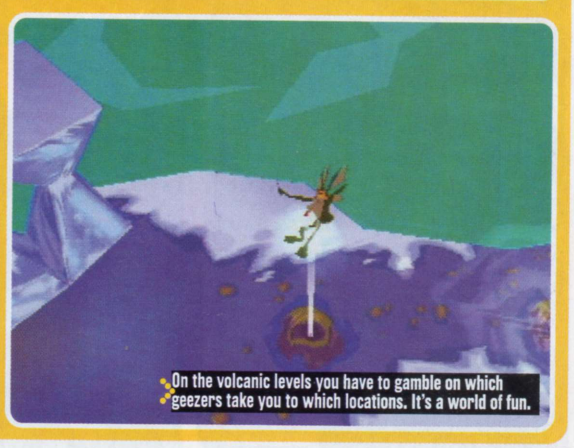


▼ It's occassionally a bit trial and error, especially when it comes to mines.





Everything is there for a reason: either to kill you or help you. It'll take time to figure which it is.



On the volcanic levels you have to gamble on which geezers take you to which locations. It's a world of fun.

▲ Even though it's on PlayStation, the graphics ain't that bad and look oh-so very Warner Bros.

Factpack

The stuff you need to know...

Missions	16
Playable characters	1
Warner Bros. characters	8
Bonuses	16

The Best Bit

Eureka! The penny finally dropping as you figure out just what you have to do to complete the task. Am I not clever?

Judgement

GRAPHICS The customary PSone prickle, but they stay true to Warner Bros designs. Okay.

GAMEPLAY Brimming with ideas that test your noggin and your dexterity. A breath of fresh air.

LIFESPAN Fifteen missions offer a fair bit of gameplay, but we doubt there's much replay value.

A real nugget of gaming gold. The sort of game that reminds you that PlayStation still has some life in it.

Overall 91%

REVIEWER

Martin Kitts

OUT: AUGUST
FORMAT: PS2
PRICE: £45
DEVELOPER: ACCLAIM
PUBLISHER: ACCLAIM
SPECIAL FEATURES: DUAL SHOCK 2
OTHER FORMATS: GAMECUBE
CALL: 0207 344 5000
PLAYERS: 1-2

Sure Shot!

Shoot your enemies before they hit the recharge strips to stand the best chance of killing them stone dead.

Caught in a nice blue explosion of space energy, or something. It's hard to avoid getting hit by the other racers.

We've bought a lock-on missile but it doesn't seem to do much damage. At least we can exchange it at the weapons shop.

Your bike comes equipped with twin cannons as standard, which can be good for wearing down opponents.

Spend and Save!

You get enough money from winning a couple of races to buy just about anything here.

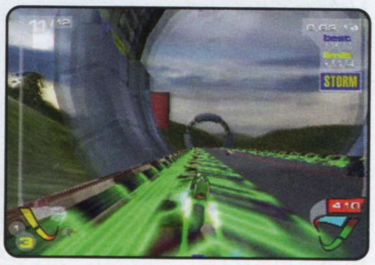
Buying a new engine can push you into a higher grade of competition, which might not be what you want early on in your racing career.

Buckle up, spaceboy. PS2 **takes to the skies** with gravity-defying **deathbikes** and pant-wetting **speed.**

XG3: Extreme G Racing

The Best Bit

The way the tracks go mental in the distance! Someone should make a hydraulic arcade version.



Kill your speed? Not in this game, mate. The only thing you'll be killing here are any bikers unlucky enough to get in the way of your railgun. Formula One it most definitely ain't.

XG3 is the latest potential *Wipeout* beater in a series that never really managed to set the N64 on fire a few years back. The last 64-bit version was fun, but its choppy framerate showed it was basically a good idea waiting for somebody to invent hardware powerful enough to cope.

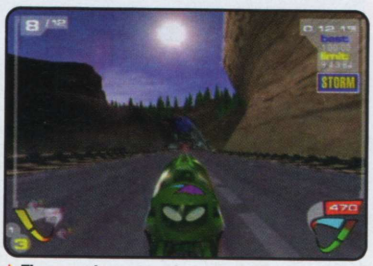
RIGHT ON TRACK

Now it's PS2's turn to have a go at breaking the sound barrier, and it does an impressive job. *XG3* is uncommonly good looking, with huge tracks that twist back on themselves, coiling around detailed industrial landscapes, and it's blindingly fast.

The game is heavily influenced by the best future racer of all, *F-Zero X*. The halfpipes, loops and tubes on each track are straight out of Ninty's game, as is the combination turbo/shield bar, which you replenish by driving over a glowing strip by the side of the road.

XG3 GOES GT3

But, while *F-Zero X* is all about racing, *XG3* throws in prize money and



The rear-view camera looks quite pretty but it's almost guaranteed to cause a collision with the wall.

They'll build race tracks anywhere, even over what looks like pleasant green-belt land. Never mind.

Grab some purple weapon recharge energy before hitting the start/finish stadium marker.

Let's Twist Again!

XG3 is at its most impressive when it's trying to reacquaint you with your earlier swallowed lunch, via some rather hairy rollercoaster loops and dips on its tracks. Don't go falling off now, d'ya hear?

Sometimes it's impossible to tell which way is up and which way is down. Fortunately, your bike has well grippy tyres.

You can't get thrown over the side if you mess up in this half pipe, but it'll make you feel ill if you use the first-person camera view.

A good downhill section is the ideal place to try and crack the sound barrier. It's a cool effect retained from the last N64 version.

Factpack

The stuff you need to know...

Bikes	12
Teams	6
Riders	12
Add-ons	18

The bikes have nice reflections and little animated bits, but you rarely get close enough to admire them.

Hold down the turbo button and blast along some of the biggest, widest tracks in future racing.

upgrades to spend it on. Customise your bike with all sorts of weapons or buy a new engine if you want to step up into the big leagues.

And because you need to recover from being shot at in each race, at least on the later levels, the courses are long enough to give you time to claw your way back. You could almost complete an *F-Zero X* championship in the time it takes to do two laps on some of the more complicated tracks.

Fast, loud and spectacular, if you're playing on a big screen it may be wise to grab a sick bag for those times when you crack a sonic boom while negotiating a 720° double loop.

EASY PEASY

Unfortunately, handling isn't up to the standard of the presentation. It's better than the unforgiving *Wipeout*, but *XG3* makes it too easy to hit the perfect racing line each time. The bike corners like it's on rails, and a touch on the airbrakes will flick you round a bend at 600mph.

... It might be wise to have a sick bag handy for those times when you crack a sonic boom while negotiating a 720º double loop...

So the game relies on combat to provide a challenge. After breezing through the first set of cups, in which other bikers don't fire at you, you'll have to contend with opponents who litter the track with mines, blast you with a funky screen-melting effect, and shoot you just yards before your reach the finish.

Still, it's a good laugh, even if it lacks depth. And *XG3* is one of the few titles that really shows off the graphical power of PS2.

Softography

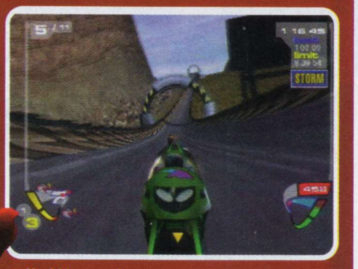
These guys have also made...

Crazy Taxi (PS2)	81%
Fur Fighters: Viggo's Revenge	80%
Dave Mirra Freestyle Remix	70%
Super Bust-A-Move	80%
Dead or Alive 2 Hardcore	84%

Team Mates!

Two players can join the same team for some F1-style co-operative racing action. Cool!

You can also scrap it out with your friend in a plain one-on-one race over any unlocked track.



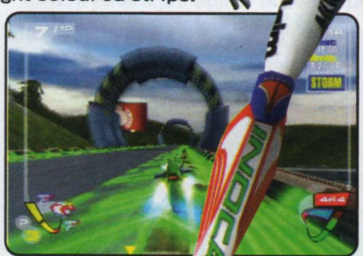
You'd have to be pretty mean to use weapons on a human player. A pure speed race is better.

Time for a Recharger!

Replenish your energy for weapons and shield/turbo by driving over the right coloured strips.

Green (shield) is the most important energy to recharge, as without it you can get shot to bits.

If you want to do some shooting of your own, go for the purple energy strip to refuel your weapons.



Green also give you lovely turbo power.

Judgement

GRAPHICS Looks amazing. What we want is *F-Zero*'s gameplay with these graphics.

GAMEPLAY Shooting things is more important than racing well, which can get a bit frustrating.

LIFESPAN We'd question how long you'll spend on time trials after you've won all the cups.

Not a classic racer but it's the fastest thing we've seen on PS2. Or on any other console, for that matter. Head-spinning.

Overall 82%

OUT: NOW

FORMAT: PS2 | PRICE: £40 | DEVELOPER: LEVEL-5 | PUBLISHER: SONY | SPECIAL FEATURES: MEMORY CARD | OTHER FORMATS: NONE | CALL: 020 7533 1400 | PLAYERS: 1

Factpack
The stuff you need to know...

Playable characters	6
Bosses	6
Combat Systems	2
Minigames	1

It ain't *Zelda*, but it sure has a damn fine time trying to fill Link's pointed green boots

Dark Cloud

How Did I Get Here?

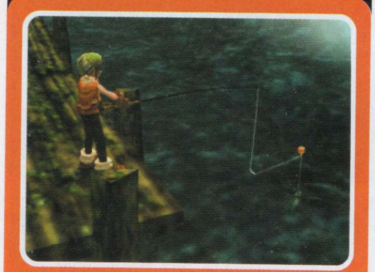
The houses and residents of the various villages have been cocooned by an evil genie. Time for Toan to get himself underground and rescue them all with the aid of his magic glove.

▲ Big, purple and summoned by the evil Colonel Flag to destroy the passive western tribes, he's why your home town's been scattered.

▲ So it's up to Toan to head below ground, rescue the lost elements, and transport them to the surface inside his magic glove.

▲ Hey, you've got yourself a tree. Not vital to keeping your residents happy but a nice addition to the town's landscape.

Rod Master!



▲ You have to match the right bait to the right time of the day in order to achieve angling success in the fishing minigame.

▲ Once you've landed one, the weight is measured and converted to points which you exchange for items and weapon-enhancing tokens.

Back in the dark and bearded past, men gathered together, shouted statistics and pushed lead miniatures around boards with Humbrol paint encrusted fingers.

Then computers arrived and these Neanderthals were banished to the top floor of Games Workshop, paving the way for a digital revolution. Thank the dark lord of dice this came to pass, letting the humble RPG embrace progress and evolve to the level of games such as *Dark Cloud*.

The diorama village construction system is an example of how far things have come. Toan, the hero, must rescue village fragments from various dungeons scattered through the land. After cleaving the odd sub-dweller in half, he has to return to the surface and begin reconstruction in a top-down, god sim kind of way.

VILLAGE CARETAKER

Once you've got a basic village together, it's off to ground level (via a swish transition sequence) for a chat with the natives, before heading back down the dungeons again. True, the constant prowling below ground might begin to jar after a while, but seeing the villages come together more than makes up for any critter-slashing tedium.

Another area where *Dark Cloud*'s true genius – its depth of gameplay – shines is with the inclusion of two combat systems, plus a twist to weapons management.

The game is divided into two types of combat: normal swashbuckling where you dodge and parry your foe, and key combo set-pieces. In these you have to hit the right button as it passes through a specific area on-screen. Muff it and you're monster fodder. Get it right and the athletic combos that emerge are choreographed instances of lethal beauty. But where would you be without a stick to wave during all this? This is all about sword skill as our

▲ One of the first town folk you rescue in Queens is its king. Pompous and a fan of white pinstripe. Ewgh...

▲ The village of Brownboo has many ancient secrets, including a device that can fly to the moon.

▲ The guardian of the Matataki village. You've got to get a river to his front door before he'll wake up.

Builder's Crack!

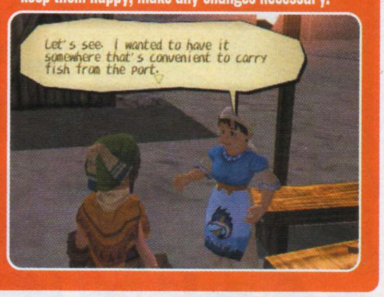
Constructing the various villages within the mystical world is the main driving force that keeps you glued to the game for hours on end.

▲ Return to the surface and arrange the various items you've captured from the depths.

▲ Once you've got the elements together you can start laying them out on the ground.

▼ Down to ground level for a quick chat with any natives you may have rescued...

▼ ... Then, once you've found out what they need to keep them happy, make any changes necessary.



The Best Bit

Discovering that each dungeon has a darker, black side that's home to nastier monsters but also loads more magic items.

Softography

These guys have also made...

This is Level-5's first game!

hero Toan and his five playable companions nurse their weapons from rusty obscurity to tools of mass annihilation. Unlike other titles in the genre, this isn't about holding on to your current favourite until a bigger and better blade comes along. Here you get to choose which best suits you, then customise it with attachable tokens – like the materia system of *Final Fantasy 10*. It makes you care about how your sword progresses, as well as helping against big monsters.

So, more depth than a deep sea trench and beautiful, with the glorious visuals watchable in third and first-person. But, despite this wealth of genre buckling goodness, there's still a vague whiff of unoriginality about it.

... Get the set-pieces right and the athletic combos that emerge are choreographed instances of lethal beauty...

SEEN IT ALL BEFORE

If you've ever played *Zelda* on N64 you won't want to bother with *Dark Cloud*, regardless of how many fishing minigames or snake-summoning ocarinas it may have. It's shallow on plot and not as engaging, and the only thing that'll satisfy is the Linkster's next outing on GameCube. If, however, you're a Sony diehard or new to PS2 then get this in as soon as you can. There's very little in the genre to touch *Dark Cloud*'s boundless, big-hearted fun and gob-smacking innovation.

Tunnel Love!

The orange bar in the top right hand corner displays your weapon's strength. It'll only last if you look after it.

Dragons may have fiery breath but, like most of the dungeon's denizens, they're slower on their feet than you.

Items which are discovered in chests can make your life below ground a whole lot easier, be they weapons or tools.

Certain areas can only be accessed by using your party's skills. Here, Xiao jumps a river with a huge stride.

Clouded House!

You'd be nowhere without mates in this. Here are a few of them...

▲ Toan and his turban. The hero, and the guy you spend most time in control of.

▲ Xiao the catgirl. Handy with a catapult and she can open inaccessible areas with her big jumps.

▲ Chubby Goro. Not much of a looker but great at putting flesh behind a fatal blow.

Judgement

GRAPHICS No doubt about it, this has got the look. And it's in first and third-person flavours too.

GAMEPLAY Village construction is cracking, but there's a whole lotta dungeon to crawl through.

LIFESPAN About 40 hours, but there's a hellish 100 level Demon Shaft unlocked on completion.

Smarter and better formed than the average RPG, it's untouchable on PS2, probably until *FF10* rears its gorgeous head.

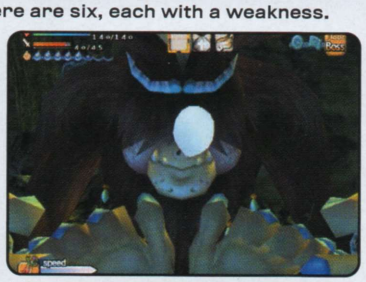
Overall 86%

Making a Monkey Outta Me!

Before moving onto the next dungeon or village you must defeat a boss. There are six, each with a weakness.

▲ Masterutan. He's big, hairy and has both a projectile attack and a mean left hook.

▲ The trick to defeating him is to keep in close and hack away at his feet until he topples.



▲ Once released from the genie's curse, apeboy sleeps, blowing snot bubbles for the rest of the game.

OUT: NOW | FORMAT: PC | PRICE: £30 | DEVELOPER: SEGA | PUBLISHER: EMPIRE | SPECIAL FEATURES: LIGHTGUN | OTHER FORMATS: DC, ARCADE | CALL: 020 8343 7337 | PLAYERS: 1

A Sega **lightgun game** on PC. **To the game shop**, Now!

House of the Dead 2

▲ A typical day in the GamesMaster office. Shame we can't use our PC light gun to blow away some of this month's dismal Game Boy titles...

Candle Power!

▲ Remember peeps: never talk to strange, blue men. Instead, grab something explosive and ram it where the sun don't shine. Works every time.

Pop Guns!

Pick up guns, shoot zombies dead.

Find a pick-up and you can get hold of a more effective zombie blaster that'll make mincemeat of the shambling undead.

When the animated corpses get this close it's time to break out the pump-action and go buckshot crazy.

Lightgun games have evolved into something approaching an artform on consoles and in the arcades, but unfortunately they're as rare as zombies' teeth on the PC. All the more reason to snap up a copy of Sega's excellent *House of the Dead 2* while you can, then.

Dreamcast owners will know this game off by heart, since it was one of the hottest early DC titles, and the PC version is exactly the same as it – right down to the fixed screen size and low-res textures. But this game isn't about state of the art technology; it's about blowing holes in an assortment of shambling zombies – and it's immensely satisfying to play.

The action is nicely paced, with periods of relative calm often followed by an intense undead assault, and the game is available bundled with the essential lightgun, as playing with a mouse renders it all a little bit pointless. Bear in mind, though, you'll need a huge monitor to get the best out of it, which is probably why this sort of thing has never taken off on PC before. In the arcades or on Dreamcast you can play on a screen the size of a wardrobe if you want, and that's how lightgun games always work best.

However, even if you don't have some of the essential hardware, the slick, polished game design still shines through. This is great shooting fun.

Judgement

GRAPHICS Pretty basic by today's PC standards but identical to the arcade version.

GAMEPLAY Get a lightgun and a big monitor and you've got yourself a pretty special game.

LIFESPAN Decent replay value thanks to multiple routes and hidden stuff strewn throughout.

It's a zombie B-movie that you can play and view through the eyes of the hero. It's like being in *The Evil Dead*. How cool is that?

Overall 83%

REVIEWER: Martin Kitts

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: KONAMI | PUBLISHER: KONAMI | SPECIAL FEATURES: DUAL SHOCK 2 | OTHER FORMATS: NONE | CALL: 01895 470 500 | PLAYERS: 1

Get ready to **rock and roll**. It's a musical RPG, but just **watch your jewels** when this **scamp's around**.

Ephemeral Fantasia

It's a Rat Trap!

The first few fights you get into are well hard. When you're spending your time selecting your attack, killer chickens bash you on the head, rats nibble at your feet, and gargoyles try to slice you into pieces. You've got to fight for your life before the proper battle even begins. As if you weren't already busy enough.

▲ Ooph. You're about to take a hefty thump on the nose here. Good job it's only a videogame, eh?

▲ *Ephemeral Fantasia* uses a turn-based combat system similar to the *Final Fantasy*'s.

REVIEWER: Cherelle Fergus

▲ Like most RPGs, *Ephemeral Fantasia* features spectacular landscapes and bulidings. Just imagine the size of the house at the top of these steps.

***Ephemeral Fantasia* will be seen as a godsend to *Zelda* fans waiting for something similar on PS2, as it's a mix of RPG and action.**

The main character is Mouse – a lying thief and rockin' guitarist, who uses his musical charm to steal possessions from local townsfolk.

After playing at being both a nimble and light-fingered Jimi Hendrix, Mouse has a go at imitating a swashbuckler with his sword. Sadly, this doesn't prove to be much fun as getting into random scraps with monsters gets a bit tedious and repetitive after a while.

The fighting may get a bit tiresome, but *Ephemeral Fantasia* is still an entertaining adventure. The scenery is colourful and full of cutesey potential but, unfortunately, the finer details have been neglected, resulting in instances of arms poking through doors – not very sophisticated. For RPG fans, this'll keep entertained while you wait for *Final Fantasy 10*, but *Dark Cloud* has a better attempt at nicking Link's pointy hat.

Judgement

GRAPHICS Bright and colourful, but blocky. And, the princess hasn't got a nose. We expect better.

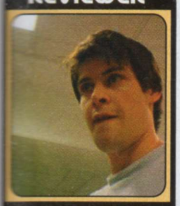
GAMEPLAY The introduction is enormous, but when the game starts there's loads to do.

LIFESPAN A game with this many twists will keep you going for weeks. No sleep till autumn!

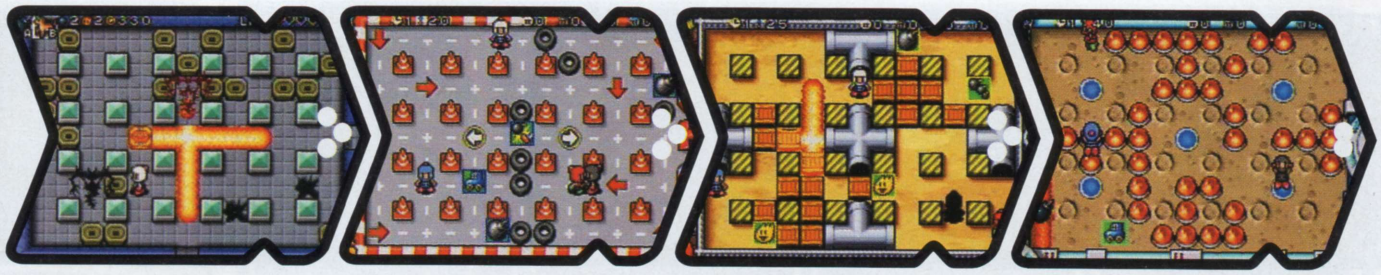
Inventive RPG that will entertain you till *FF10* arrives, but will just as surely be surpassed by it when it eventually does.

Overall 64%

REVIEWER



Dave Harrison



OUT: NOW | FORMAT: GBA | PRICE: £30 | DEVELOPER: HUDSON SOFT | PUBLISHER: ACTIVISION | SPECIAL FEATURES: LINK-UP | OTHER FORMATS: NONE | CALL: 01895 456 700 | PLAYERS: 1-4

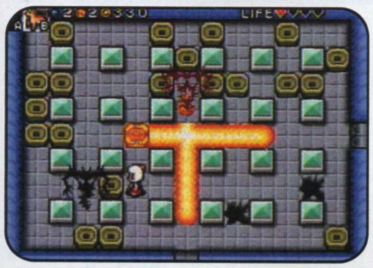
Kara-Me Home!

Quest mode has over 200 different screens to flick through, *Pokémon*-style. But, instead of Pikachu and pals, you get Karabons.

The only time you get to use your bombs in this mode is to clear your path through the dense forests. Oh-so very tedious.

Once you find yourself a few Karabons you can fuse them together to make hybrids and more powerful creatures.

Each of the Karabon have powers based on earth, fire, water and electricity. Hmmm, pretty similar to the 'Mon me thinks.



▲ The gameplay is as addictive as it's ever been. GBA is the console this game has been waiting for.

A **beeber bomber** to bommedy beat, **you're cooking** with bom bom boogie, **said up jumped** the boogie...

Bomberman Tournament

Bomberman is such a star that he's got his own racing game. Not even Lara has got one of them – he's *that* famous. But he made his name in the brutal world of top-down explosive puzzlers, and it's here that he makes a triumphant return.

Now we all know *Bomberman*. Put a bomb down and quickly move out of the way before it takes your lips off, so it takes another player's lips off instead. Simple, addictive and messy. And now portable too, complete with cool, crisp graphics – all thanks to GBA.

FOUR-PLAYER FUN

All you need is one copy of the game, a four-way link-up cable, four GBAs, and four friends. Getting four friends is the tricky part – try joining a badminton club or hang around with people with similar interests. If you eventually manage to get the right combination you will have the most fun you can have legally. There's no feeling like trapping your best mate between two bombs and watching him/her panic, squeal and then get sent to the big top-down puzzler in the sky.

POKÉMON-ESQUE

But not all of us are that popular so, if you're planning on going solo, there's a Quest mode to attempt. To be frank, it's as exciting as being stroked across the face with a clammy palm. The challenge is to find out what's happened to Bomberman Max who's disappeared, and it plays just like *Pokémon*. No, really. You have to collect these little creatures called Karabons and fight them, and the only time you use your bombs is to clear paths in the forest – a task that is so dull that you become careless, which often leads to death.

Worth the money just for the Battle mode, though.

Softography

These guys have also made...

Mario Party	83%
Mario Party 2	90%
Bomberman Fantasy Racer	82%
Pocket Bomberman	82%

Happy Mappy!

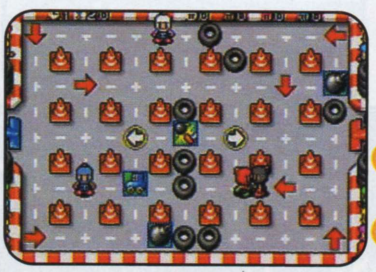
There are eight different maps to choose, each with its own unique, deadly characteristics. Watch out for the pipe one – it's doozie.

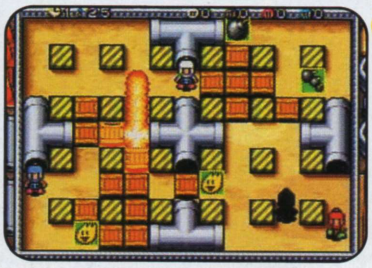
▲ The winner. The champ from each round gets to go fishing for a special power-up. Lucky bugger.

▲ There are several different arenas to choose, the pipe one being a big fave in the GM office.

The Best Bit

Getting in deep and dirty with a four-player link-up game.





Judgement

GRAPHICS Doesn't push GBA to the limits, but all you could want from a *Bomberman* game.

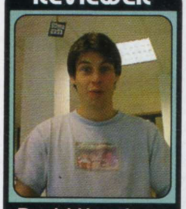
GAMEPLAY Battle mode is as sharp and cunning as ever. The Quest mode is a bit of a chore.

LIFESPAN Infinitely replayable as a multi-player experience. Worth investing in a link cable for it.

Bomberman is the perfect game for a conversion to GBA. A truly timeless puzzler that will entertain all the family.

Overall 88%

REVIEWER



David Harrison

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: LUCASARTS | PUBLISHER: ACTIVISION | SPECIAL FEATURES: NONE | OTHER FORMATS: PC | CALL: 01895 456 700 | PLAYERS: 1

Great word is 'monkey'. **'Clown' is also good**, but 'monkey's' better. **Monkey, monkey, monkey.** Brilliant.

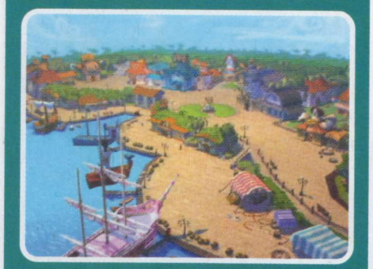
Escape from Monkey Island

GAMING MASTERPIECE

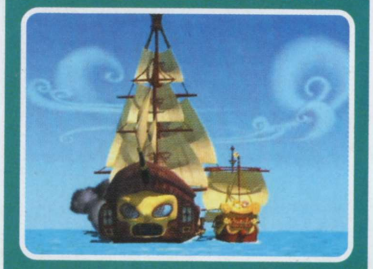
Bagsy a Pirate!

The adventure is set in a time of swashbuckling heroes and evil pirates. Each island you visit is milling with salty sea dog characters; none of which you could describe as being normal.

▲ Aha! Shiver me timbers and whatever. How's about that for pirate authenticity – one ye olde-type map to outline your seafaring journey.



▲ The areas you have to investigate aren't huge geographically but they are packed with so many shops and clues that there is always stuff to do.



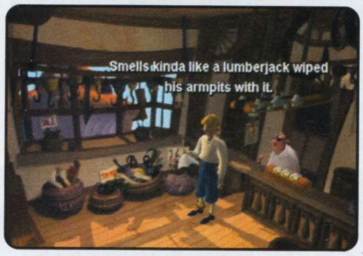
▲ The action starts off with your ship being boarded by some nasty pirates. But this is no action game; you have to use your noggin.

Everyone's a Comedian!

He's one funny lad is Threepwood. Always armed with a one-liner, he's like the Chandler Bing of the high seas.

▲ He's not just quick with wit, he's an ace physical comedian as well. Look how he falls into a void. Ho.

▲ You need a pirate distracted? Then the man Threepwood and his sharp tongue are the ticket.



▲ What makes the action so funny is the quality of the voice acting. It's the best in videogames.

This is the first time the lauded *Monkey Island* series has landed on a console and, for all you who have never heard of the *Monkey Island* series, let's make it clear that this is a very good thing indeed.

The adventure kicks off with the hero of the *Monkey Island* series Guybrush Threepwood returning to Melee island with his new wife, the governor Elaine Marley.

Softography

These guys have also made...

Star Wars: Dark Forces	68%
Star Wars: Demolition	51%
Jedi Power Battles	68%
Star Wars Episode 1: Racer	84%
Star Wars: Dark Forces	76%

MYSTERIES

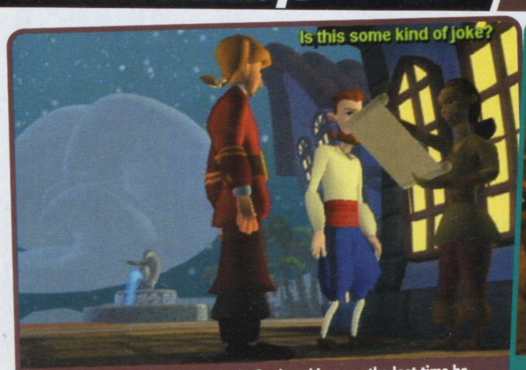
But instead of settling down to married bliss they discover that, during their honeymooning absence, Elaine has been declared dead and their house is being knocked down. It's one-a-spicy situation, and to resolve it Guybrush must chat to people, find clues and solve puzzles. It's an adventure game that's already been on PC, but this PlayStation 2 version is not quite as good. The graphics have unhealthy blockiosity, and – most annoyingly – it's riddled with loading times every time you leave a room, switch to the map screen, or use your inventory. But, to be fair, each one is only a couple of seconds long, and you won't really notice them if you're in the right frame of mind to play this game, 'cos you really have to acclimatise to the pace.

PACE YOURSELF

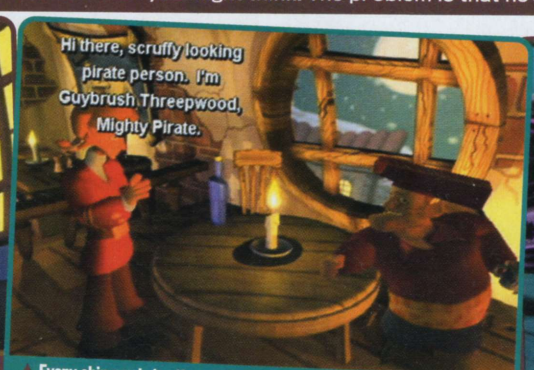
Adventure games have been unfashionable for a fair bit, so gamers

Team Monkey!

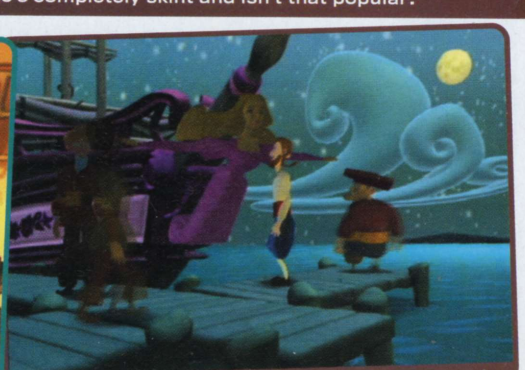
One of Threepwood's first tasks is to get himself a crew; a task which proves to be much more difficult than you might think. The problem is that he's completely skint and isn't that popular.



▲ These salty sea people were in Guybrush's crew the last time he went to Monkey Island. And they're not keen to help him out again.



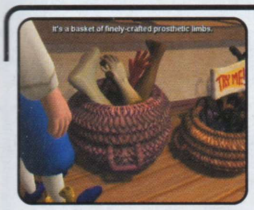
▲ Every ship needs itself a navigator – a specialist position which needs a sailor of experience. A trip to the local tavern should sort you out.



▲ Once you've got your crew you need a vessel to sail in. If may be pink and a bit girly but it floats, and beggars cannot be choosers.

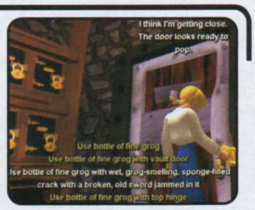
Obvious!

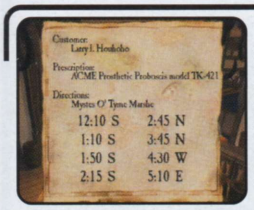
The puzzles take thought but they do adhere to some sort of logic. All the info is there, you just have to use it.



For most puzzles you have to pick up some props. It's best to search everything to see what you can gather.

If you find yourself trapped it's time to use your initiative and make the best of the stuff you can find around.


I think I'm getting close. The door looks ready to pop.
Use bottle of fine grog
Use bottle of fine grog with vault door
Use bottle of fine grog with wet, grog-smelling, sponge-filled crack with a broken, old sword jammed in it
Use bottle of fine grog with top hinge



Nothing is straightforward. Even directions come in cryptic codes. Looks like you need a clock for this one.

In England, I Am John!

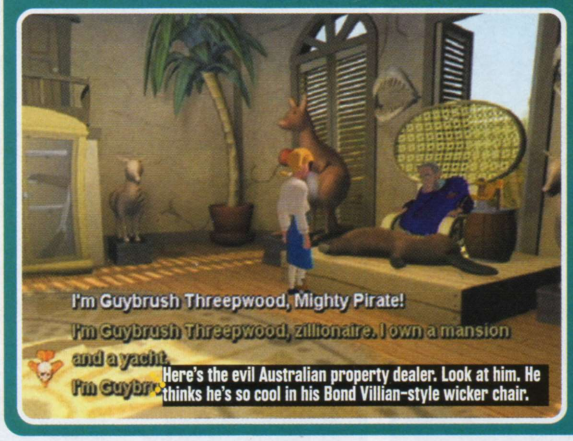
That Guybrush's wife has been falsely declared dead is only the start of his worries. The worst news is that an Australian property dealer is trying to drive the pirates out of Tri-Islands and turn it into a holiday resort.

▲ Matters get worse when someone else decides to stand for Governor.

▲ The best way to get information is by going to question the shop keepers.

▽ Aha! The thick plottens! Is that actually two Guybrushes? How queer.

▼ Guybrush enters in a deadly game of insult arm wrestling. Vicious.


I'm Guybrush Threepwood, Mighty Pirate!
I'm Guybrush Threepwood, zillionaire. I own a mansion and a yacht.
I'm Guybr
Here's the evil Australian property dealer. Look at him. He thinks he's so cool in his Bond Villian-style wicker chair.

Not essential to the plot, but the Termite Circus is a pleasant distraction from all those puzzles.

entertainment. You might have heard people going on about how funny this game is. Well, there's no doubt it's lighthearted – the script is peppered with droll one-liners, all delivered with brilliant voice acting (especially for a videogame) – but if you're expecting to blow milk out of your nose and double up with laughter, you won't. It's a pleasant pirate parody, but it's not Jim Davidson.

THINKING CAPS ON

The gameplay that is featured here is pure puzzle. Proper puzzle. Not finding-the-Key-of-Quint-and-using-it-on-the-Quint-door type of *Tomb Raider* thing. These are puzzling puzzles that require you to think about your objectives, the story, the characters, and your inventory. Only considering all these elements can you proceed. Or you can try every option available until something happens, but if you just want to brainlessly tap buttons, get yourself a data inputting job.

This is a truly great game that stands out so proud, so different from the majority of other PS2 games. It may jar with gamers who like their games big and dumb, but if you don't experience games like this you'll be keeping your big expensive console from fulfilling its potential. So don't just buy *GT3* – it's just a game with cars. Get this as well.

... This is to be enjoyed with a tall drink of Dandelion and Burdock. It's a game to think about, sink into and savour...

▲ Here's our hero's home, which is under threat of destruction unless he pulls his finger out.

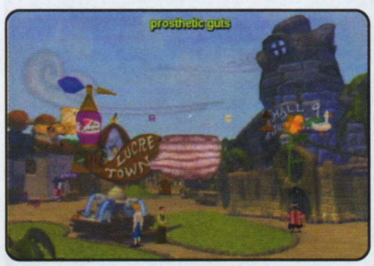
Factpack

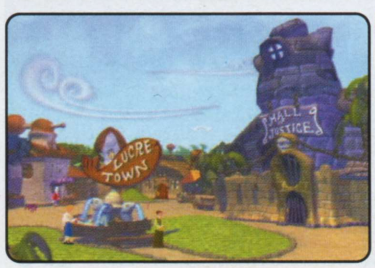
The stuff you need to know...

Playable characters	1
Best character	Timmy
Undead wives	1
Hours play	20+

The Best Bit

Finding the solution after racking your grey matter for ages, the penny finally dropping! Oh how clever you are!





Judgement

GRAPHICS Suits the mood and style, but some pleasantness is undermined by the glitches.

GAMEPLAY A refreshing change from the usual shooting things, driving fast and beating people up.

LIFESPAN It's a big adventure and you'll get your money's worth, but there's little replay value.

The first great adventure game to appear on a console for a long time. Hopefully it will start a trend. Worth 2001 *FIFA 2001*s.

Overall 90%

HANDHELD HEAVEN

The very latest Game Boy Color games gathered together in their own **red hot, specialised** section! Only in **GamesMaster!**

DEVELOPER: SWING PUBLISHER: VIRGIN/SWING PLAYERS: 1

Dizzy's Candy Quest

▲ Feed sweets to the hairy monster and he'll let you move on to the next level. We've no idea why. It's just the way the puzzle works.

▲ The stars on the floor disappear when you walk over them, and give you bonus points.

In this puzzle-action game you've got to risk life and limb by collecting sweets for a monstrous lump that looks just like something out of *Dragon Warrior Monsters*. Fair enough.

Getting the sweets involves hopping from square to square on a large board while avoiding assorted enemies that are wandering around. Certain squares can only be crossed in one direction, others make you float up in the air, and so on, so there's a good element of strategy involved. It won't tax your brain too much if you've ever played a puzzle game before, but then it does have an element of the slightly cheap about it. It's similar to *Crazy Castles* (well, slightly) and, on the whole, pretty entertaining, if a bit simple.

Sweet, puzzling fun, but the action's a bit too simplistic. **70%**

DEVELOPER: BAM! PUBLISHER: BAM! PLAYERS: 1

Powerpuff Girls: Battle Him

Well, this is a bit of a mixed bag. Much as we love *The Powerpuff Girls* and their Saturday morning cartoon antics, they haven't proved to be the world's most dynamic videogame stars.

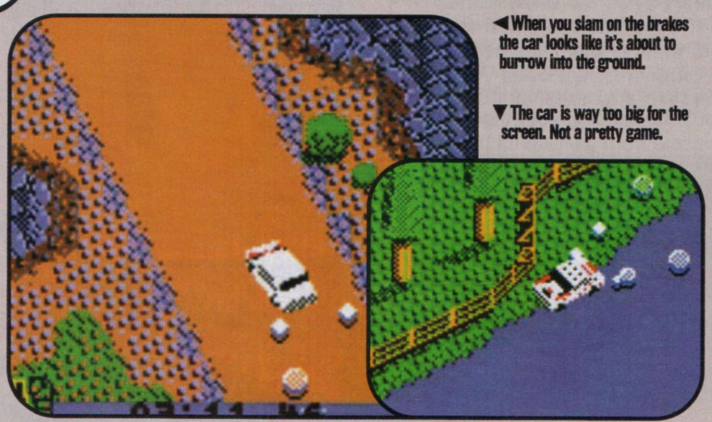
There are currently two games in this series (there's another one called *Bad Mojo Jojo*, which is a nice name, and one more on the way), but since they're virtually identical we thought we'd squeeze them into a single review. All you do is fly around collecting icons and bonus bits, which is fine if all you've ever wanted to be is a cartoon superhero. But as a game, this isn't the kind of classy platform outing the lovely girls so clearly deserve. The next sequel can only be an improvement.

▲ This game is pants. Really, it's an absolute travesty. Ban the Powerpuff Girls now. Please.

Simple platformer that doesn't hit the hot spot. **15%**

DEVELOPER: SPELLBOUND PUBLISHER: THQ PLAYERS: 1

Colin McRae Rally



◀ When you slam on the brakes the car looks like it's about to burrow into the ground.

▼ The car is way too big for the screen. Not a pretty game.

In an ideal world, gameplay would always take precedence over graphics in us judge's minds. But no matter how charitable you're feeling, you've got to draw the line somewhere. *Colin McRae Rally* – you is one *ugly* game.

GBC is capable of better than this. Heck, we've seen prettier WAP games. It looks a mess, and the hideous graphics don't provide much of an incentive to play it enough to discover how well it drives. It's actually very annoying to control, since your car slides all over the place and you can't see what's coming around the next corner. How on earth can this be related to the excellent PlayStation version? Surely there was a mix-up at the maternity ward.

It looks like a pig and drives like one too. What a porker. **29%**

DEVELOPER: VIRTUCRAFT PUBLISHER: THQ PLAYERS: 1-2

Prince Naseem Boxing

▲ That hefty lunker is supposed to be former featherweight champ Naseem Hamed. Whoops.

You could probably count the number of decent boxing games there have ever been on the giant red fists of the guy who whooped the living daylights out of our national treasure Naz in April.

Unless you're talking *Super Punch Out* or the Mr Potato Head antics of *Knockout Kings* on GB, no halfway serious boxing game has ever been able to punch its way out of a wet paper bag. And *Prince Naseem Boxing* is no exception. Just like every other boxing game, it's a beat-'em-up which only allows you to perform a small number of moves. What's the point in that? Left punch, right punch, take a punch, etc. Hammer at the buttons and eventually somebody falls over. How exciting. And the little Naz graphic looks like a 20-stone bodybuilder, not a featherweight.

Go for the superior *Knockout Kings* instead. **38%**

REVIEWER: Martin Kitts

DEVELOPER: PLANET INTERACTIVE PUBLISHER: UBI SOFT PLAYERS: 1

VIP

GAME BOY COLOR

A Pamela Anderson game? Woo-hoo! Unfortunately it isn't a digitised rendition of one of Pammy's home movies, but one of the weediest multi-stage adventures you're ever likely to see.

▲ For some reason, Pammy likes to fly around in a helicopter shooting missiles at hang gliders.

First up, you pootle along the motorway running drivers off the road and collecting Pammy faces for extra lives. Then you roller-skate across the beach, avoiding flying donuts and collecting more Pammys. Then there's a platform bit and a couple of dire shoot-'em-up levels before the game loops back to the start. Mercifully, most of the stages are over in seconds, and by the end you'll have about 100 severed Pammy heads in reserve. Then you take the cart back to the shop for a refund.

◀ A possible candidate for the worst driving game in the world.

We've been killed by an angry ice ▼ cream vendor. What a shame.

V-I-P did you say? More like C-R-A-P, we reckon.

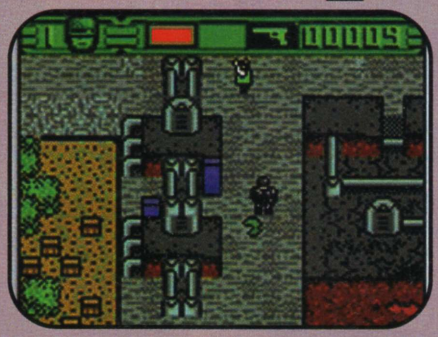
10%

DEVELOPER: MIRAGE INTERACTIVE PUBLISHER: TITUS PLAYERS: 1

Robocop

GAME BOY COLOR

Does the fact that everyone is obsessed with GBA mean we're never going to see another top class GBC game? Let's hope not. Here's another title that'll encourage you to start saving for an Game Boy Advance if you haven't bought one already.



▲ In case you were wondering, the stubby grey lump in the middle of the screen is supposed to be Robocop. Sorry, Titus, but he doesn't look anything like that. Not even close. Chimps.

Think of the film *Robocop* and you'll probably be thinking of comic book violence, ED-209, and that melting bloke who gets splattered on Clarence's car. Guess how many of those things make it into this game. None, of course. Robo looks like he's been pigging out on too much baby food and, as he waddles around totally dumpular landscapes shooting pop guns at things, you'll silently curse the git who invented videogames.

We wouldn't buy this, not even if you gave us a dollar!

08%

DEVELOPER: FLUID STUDIOS PUBLISHER: TITUS PLAYERS: 1

Top Gun Missions

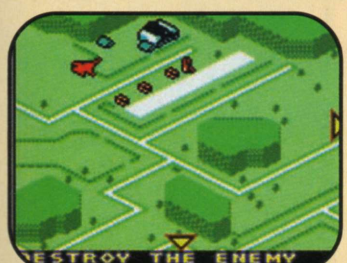
GAME BOY COLOR

With Maverick and Iceman long since graduated, Goose just a little bit dead (how we cried) and Charlie in hiding on an Amish farm, there doesn't seem much point in having a *Top Gun* school. Heck, even the Ruskies can't be bothered with it any more.

▲ Take off from your home airstrip and fly around looking for things to bomb. Quite what this has to do with the *Top Gun* movie, we've no idea.

But to the people at Titus the '80s remain cool enough to be worth exhuming on a regular basis, which is probably why this Cruise-free shoot-'em-up plays almost exactly the same as an ancient Spectrum title called *TLL – Tornado Low Level*. The aim is to fly around, drop bombs on things and blast the enemy aircraft. It's fast, tricky and reasonably enjoyable, although the graphics should have been smaller to give you more time to get out of the way of big, solid things.

▲ You've got air-to-ground missiles to take care of minor irritants, such as this Ruskie tank.



Fairly uninspired, but okay for a quick blast.

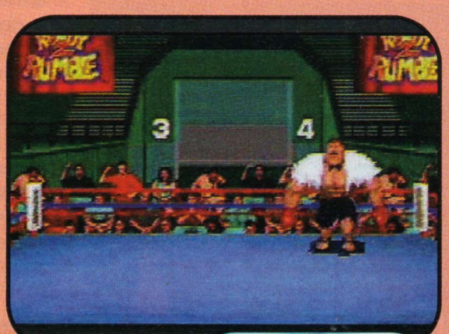
65%

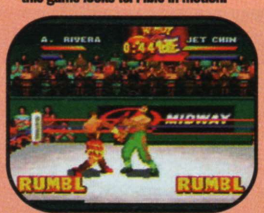
DEVELOPER: CRAWFISH PUBLISHER: MIDWAY PLAYERS: 1

Ready 2 Rumble Round 2

GAME BOY ADVANCE

▲ Don't be fooled by the still shots – this game looks terrible in motion.





▲ Michael Buffer introduces the fighters before each bout.

The famous Afro Thunder, the game's 'hilarious' mascot. ▶

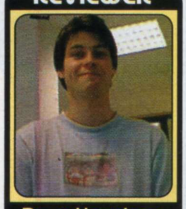
While it was never the greatest game on the big consoles, we have to admit to being a little surprised by just how poor this GB Advance version is.

The sampled speech is just about the only good thing that *Ready 2 Rumble* has going for it. The gameplay is just the usual tedious button-bashing, and the graphics are absolutely rubbish. Pushing Up or Down on the pad makes the ring rotate jerkily (and unhelpfully), and the two fighters always wind up squashed into a corner of the screen. A bunch of dreary minigames doesn't compensate for the lack of an essential two-player mode. Please, Midway, if there's a third round, work hard to make it a world champion.

Probably the worst thing on GB Advance at the mo.

33%

REVIEWER



Dave Harrison

OUT: NOW

FORMAT: PS2
PRICE: £40
DEVELOPER: RAINBOW STUDIOS
PUBLISHER: SONY
SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: NONE
CALL: 0207 533 1400
PLAYERS: 1-4

Bikes Will Fly!

The secret to success is judging the jumps. The aim is to land on the down slopes and keep momentum going. Easier said than done...

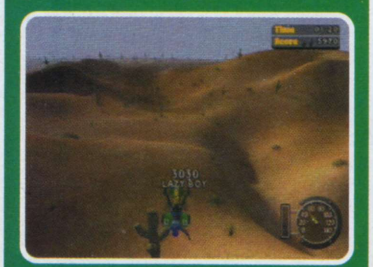
To get big air you must hold down the left analogue nob at the bottom of the slope and then flick it up at the top of the slope.

Once you're in the air you can take a look around but, most importantly, you must prepare for the landing.

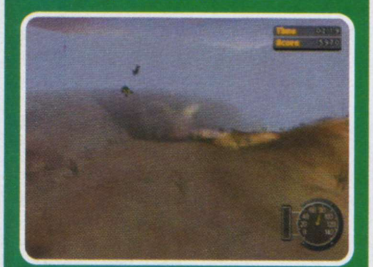
Here's the tricky bit. You've got to make sure you land on a downward slope, or you'll stop dead and fall off.

End of the Earth!

In true *Tony Hawk's* stylee you can choose to ride in the Freestyle mode, which gives you a free-roaming chance to perfect your tricks. And the areas are absolutely huge. We're talking Wagon Wheel-big.



▲ The free ride is great for just bezzing about and exploring the huge, expansive areas.



▲ Get to the edge of the area and you'll get unceremoniously dumped back in the middle.

It's a bike, but with four wheels – and we're not talking stabilisers. What next, two-wheeled cars?

ATV Offroad Fury

Alongside your F1 sims and *Gran Turismo* clones you always get a clump of other racing games that don't use cars. They use jet skis, trikes, ski-dos, tractors, etc just so they can say 'oh look at us, we're not using cars'. And, as a rule, these games are usually as useful as an inflatable ashtray.

But rules are there to broken and *ATV* is one rootin' tootin' outlaw. Get this... it's actually quite good and you might even want to go out and buy it!

GET IN TRAINING

The main structure of the game is pretty standard. You've got stadium races, offroad races, endurance tests and freestyle areas. Easy oosey. It's also got a Training mode, which you may well skip if you're expecting a flailing arcade racer, but you'd be foolish to with this game, as it offers you a little insight into the subtleties of quad biking.

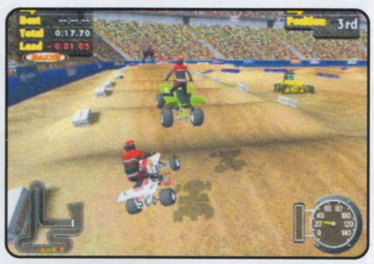
It's not just racing lines and tight corners; it's how you handle yourself when you're in mid-air that counts. You can control the height and length of the jump and how you land. Get it right and you'll zip past your competitors; get it wrong and you'll crack your pelvis on the steering column, catapult over the handlebars, and get a face full of dirt. And, thanks to the lovely crash animation, every tumble is enough to make you cringe.

A TON OF FUN

But while it's not pure arcade, this is no frustrating real-to-reel simulator either. It knows that games are supposed to be fun. The races are messy but tense affairs, with the game always giving you a chance to catch up the AI riders if you should come a cropper. The fact that you can make a mistake and not be punished too severely allows you to take risks, which makes for a much more enjoyable ride. The way it juggles the gameplay between simulator substance and arcade fun is reminiscent of *SSX* – and there aren't many higher compliments than that. The only possible drawback is that the graphics feel a bit too rustic and the drivers appear far too small on the screen. But you shouldn't pick holes in everything. That way lies cynicism, and then journalism.

The Best Bit

If you time your jump carefully you can land right on the shoulders of the leading pack, taking them all out of the race. Oh-so very sweet.



▲ The arena courses have loads more jumps than the cross country ones, so are far tougher to ride.

▲ The Free Ride areas have obstacles which you can use for stunts, or you can ride into them and fall off.

Softography

These guys have also made...

Hive	62%
Mat Hoffman's Pro BMX 2	N/A
Star Wars: Race Revenge	N/A
Tiger Woods PGA Tour	72%

Judgement

GRAPHICS Not special, but the physics are solid so you can forgive the grainy drabness.

GAMEPLAY Top notch. Not much variety but perfectly balanced between arcade and sim.

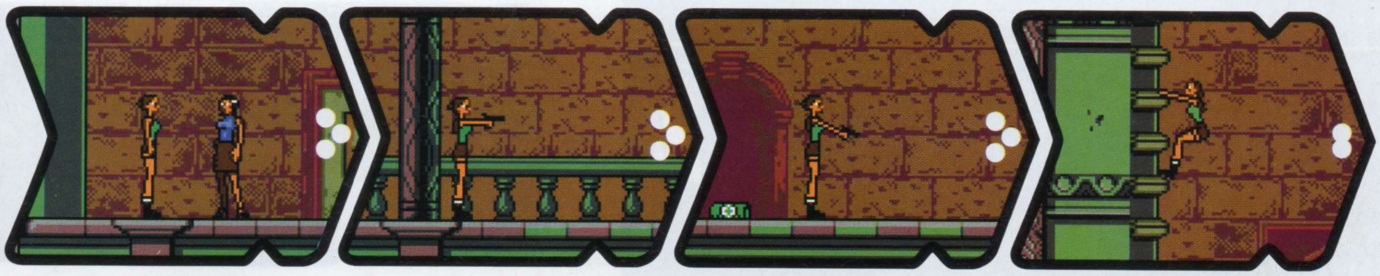
LIFESPAN There are loads of tracks to try out and it's got a four-player mode. Jurassic Park!

A surprise of the pleasant sort: a novelty racer that's actually worth playing. Well done to all those involved with this.

Overall 80%

REVIEWER

Scott Anthony



OUT: NOW | FORMAT: GBC | PRICE: £25 | DEVELOPER: EIDOS INTERACTIVE | PUBLISHER: ACTIVISION | SPECIAL FEATURES: SAVE TO CART | OTHER FORMATS: NONE | CALL: 01753 756 189 | PLAYERS: 1

"Curse that sword", says Lara. "It's gone and snagged me tights." And opened a big can of worms.

Tomb Raider:

Curse of the Sword

Now don't get us wrong, we all love Lara. She's an icon – she made us what we are. But, let's be honest, even the most infatuated of you out there will have noticed that *Tomb Raider* is looking very dated. In fact, the game mechanics are often mustier than the tombs Lara's exploring. So the prospect of the tiring formula making another appearance on the ageing GBC is not an appetising one.

QUALITY

Thankfully though, Eidos have resisted the temptation to churn out a lazy, money-spinning movie tie-in and instead have produced a predictable but quality title.

Yes, it's a platformer. Yes, it still features all those fiddly make-one-mistake-and-die instantly puzzles that alternately enrage and inspire the gaming public. Yes, you have to trek about museums, etc pulling levers, finding keys, opening doors and so on... But the action-adventuring cocktail has rarely been pulled off so competently on Ninty's handheld.

STRONG FOUNDATIONS

The graphics, physics and collision detection are spot-on and build impressively on the success of last year's *Tomb Raider* GBC. And generally, despite the odd glitch, it's bigger and better than (if not that different from) last year's version.

A year ago *Tomb Raider: Curse of The Sword* would have been a GM masterpiece. However, unfortunately for Lara, the imminent appearance of the quite frankly wonderful *Zelda* on GBC, together with the launch of the Advance, has stolen Lara's GBC thunder somewhat. Which takes us back to where we orginally started because, despite this lively update, the plain fact is that the cutting edge of the *Tomb Raider* blade is looking a bit on the blunt side now.

Time for Tomb!

At the end of every level there's a race-against-the-cock stage. Racing across rooftops, etc breaks up the adventuring action nicely.

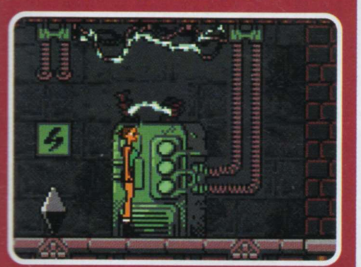
To start with this time limit seems somewhat generous considering the objective you're set. Easy peasy...

... But when you're under tick-tock pressure it can be difficult to pull off the acrobatics-to-order the game demands.

And, at the end of it all, you'll face several minions *then* a boss. Here, it's a man the size of a helicopter. Sure that's to scale, lads?

Puzzled!

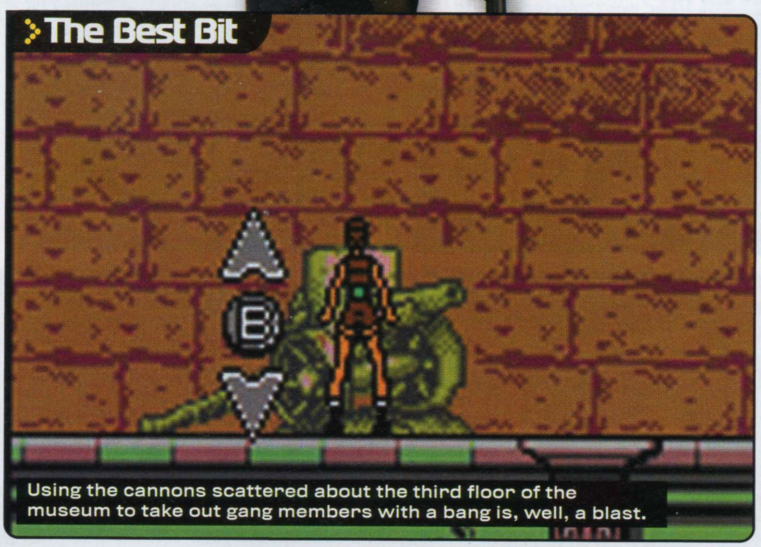
TR2 on GBC features some puzzles that would put the 3D versions to shame. They're not so much brain taxing, it's just that you're well rewarded with explosions and dead bodies. There's plenty of slaughter.



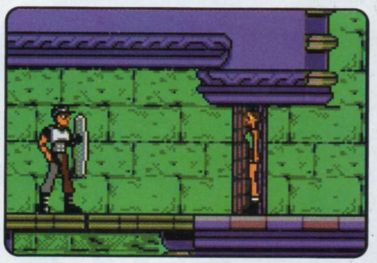
To restore electricity to the lift you'll have to brave a cellar crawling with tough rats.

Here you have to restore the shield to a statue to open a secret passage. Very Miss Marple, eh?

The Best Bit



Using the cannons scattered about the third floor of the museum to take out gang members with a bang is, well, a blast.



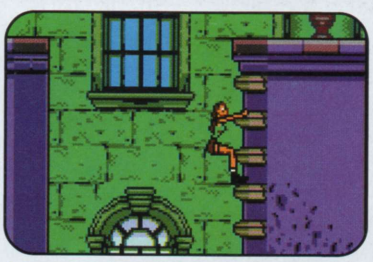
Now I'm no expert, but standing over an easily explodable trapdoor can't be too clever.

Ah, it's another fall-and-die-instantly bit. But, hey, at least there's a sign telling you to be careful.

Softography

These guys have also made...

Deathtrap Dungeon	66%
Swagman	58%



Lara's not being so heroic here as she scales a drainpipe to try and break into a stately home. Devil!

Judgement

GRAPHICS Huge sprites and lovely animations mean you can admire Lara in, er, glorious 8-bit.

GAMEPLAY *Tomb Raider*: plain and simple. You can forgive its flaws more easily on a handheld.

LIFESPAN *The Cursed Sword* can be unforgiving, but can be done once you master the controls.

An impressive GBC title. It's formulaic adventuring, but good fun. May be dwarfed by *Zelda* and the crop of GBA titles, though.

Overall 82%

OUT: NOW FORMAT: DC PRICE: £30 DEVELOPER: SIMS PUBLISHER: XICAT

REVIEWER: Martin Kitts

Tough but rewarding to get to grips with, shame the game's so bloody short then.

Charge 'n' Blast

Sega's brief, **finger-twisting arcade blaster** comes home.

This is a weird one. It looks a bit like *Jet Force Gemini* but it plays more like a lightgun game without the lightgun – and it has the strangest control system since *Virtual On*.

The joystick moves your gun sight around, but you can't shoot until you've selected a weapon and charged it up. Then you adjust your aim to take account of the trajectory of your chosen gun, let rip at the hordes of giant bugs and lizards swarming in front of you, and hope you score a direct hit.

Every button on the DC pad is used (you can also dodge using the L and R triggers), making for a control method that is initially very fiddly but can be mastered without too much trouble. Sadly, just as you're starting to get into the thing, it's all over. There's little to do except shoot stuff and marvel at a few impressive bosses from time to time.

Once you've finished the game you'll find none of the usual Sega value-added elements such as bonus modes or extra levels, which is disappointing.

Judgement

GRAPHICS Big, crisp, colourful characters with the occasional bit of slowdown.

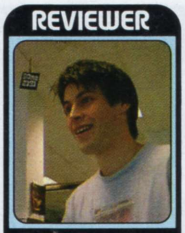
GAMEPLAY Basic shooting action with a unique, slightly confusing control method to master.

LIFESPAN It's fun but it definitely won't take very long to complete. Shame. We want more.

The lack of bonus modes make this just a straight but fun conversion of an easy-to-complete arcade machine.

Overall 68%

REVIEWER


Dave Harrison

OUT: NOW FORMAT: PS PRICE: £30 DEVELOPER: HOTHOUSE PUBLISHER: EIDOS

The **million-selling** millionaire maker gives Tarrant **kids' money.**

Who Want To Be A Millionaire? Junior

Softography
These guys have also made...

Gangsters	72%
Cutthroats	69%
Who Wants to be a Millionaire?	37%
Abomination	71%
Gangsters 2	78%

If you look at the title closely you'll notice a difference from the *WWTBAM?* that sold shed loads earlier this year. It's *Junior*.

What this means is that the title is aimed at the younger gamer, so the questions are a lot easier. It's important to make this point as you might just think it's a version for thick people. It isn't, but that's not to say it wouldn't be challenging for Helen from *Big Brother*.

Anyway what that leaves us with is exactly the same format as the grown-up's version: a really slow and laborious quiz. You answer a question and then Chris Tarrant prattles on for a bit like he does, then you answer another. Initially this is fun 'cos it's just like it is on the telly, with all the music and Tarrant asking if you're sure and stuff. But then it just drags because you can't skip all the atmospheric extras. All you want to do is get on to the next question but you just get these pregnant pauses. I suppose they are necessary as, if they weren't there, then each game would only last a few minutes, but they're really frustrating to sit through.

The only thing that makes the TV show is the fact they are answering

Tv or Not TV?

The only time in which the game breaks from the familiar TV format is in the multi-player options. There's the self explanatory Head-to-Head and the Team Game, in which you take turns to answer the questions. It's still just a slow quiz though – it's not exactly *Mario Kart*, is it?

Here just for you is the loading screen – about exciting as the rest of the dog awful game.

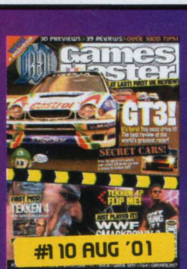
The most impressive bit is when you ring friends and getting some regional accented person giving you advice

PREVIOUSLY IN Games Master

Missed a copy of GM and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at a glance perusing! Inside the GM records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors and retrieve the lot just for you!

HITS THE ONES WE THINK ARE TOP OVER 90%

PITS THE ONES THAT SHOULD BE SHOT UNDER 50%



GRAN TURISMO 3 A-SPEC (PS2)	95%
ONIMUSHA WARLORDS (PS2)	90%
SONIC ADVENTURE 2 (DC)	90%
WORLD'S SCARIEST POLICE CHASES (PS)	86%
FIRE PRO WRESTLING (GBA)	85%
EDGE OF CHAOS: INDEPENDENCE WAR (PC)	83%
TOOTUFF (GBC)	81%
ANACHRONOX (PC)	80%
NBA STREET (PS2)	80%
Z: STEEL SOLDIERS (PC)	79%
GANGSTERS 2 (PC)	78%

LE MANS 24 HOURS (PS2)	78%
STAR WARS: SUPER BOMBAD RACING (PS2)	76%
KIRBY 64: THE CRYSTAL SHARDS (N64)	74%
HALF-LIFE: BLUE SHIFT (PC)	70%
GHOSTS 'N' GOBLINS (GBC)	69%
OUTTRIGGER (DC)	68%
CART FURY (PS2)	67%
NICKTOONS RACING (PS)	52%
UEFA CHALLENGE (PS2)	43%
SHREK: FAIRY TALE FREAKDOWN (GBC)	34%
BATMAN: GOTHAM CITY RACER (PS)	32%

SPECIAL FEATURES: NONE
OTHER FORMATS: PC

CALL: 0208 636 3000
OTHER FORMATS: 1-6

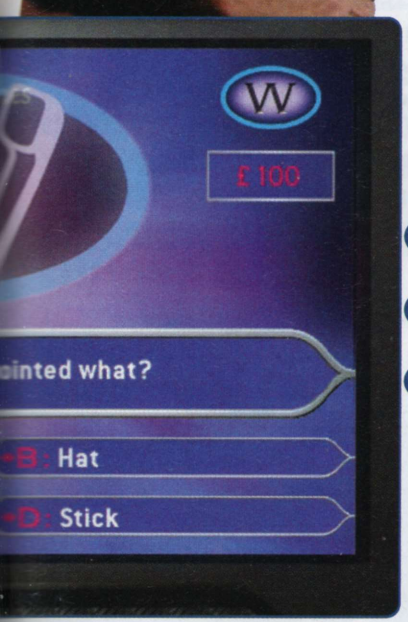
trivia questions for life-changing amounts of money. If it was called *Who Wants to Answer 15 Really Easy Questions?*, it wouldn't be as popular.

SHOW ME THE MONEY

Not until Eidos make a money-dispensing third party peripheral will this game ever be relevant. It may be fun at some parties, but why not buy the quiz book? It's cheaper and you get to try and do a Chris Tarrant impression.

Here's a question for you: should you go out and buy this game? Tricky one isn't it... If you answer 'yes' then you are obviously daft and deserve to lose your money. The correct answer of course is *no*. If ever there was a game to rent for a few nights then this is it. And yes. I am frickin' sure. And no, I don't want to phone a friend.

... Initially fun as it's like the TV version, but then it drags 'cos you can't skip the extras...



Judgement

GRAPHICS Dull. The same graphics as on TV, but they can't be arsed to include a studio audience.

GAMEPLAY It's a quiz. There is no gameplay. It's a multiple choice test with loading times.

LIFESPAN The novelty wears off fast when asked 'are you're sure?' for the umpteenth time.

It's just easier questions so young people can be fooled into wasting their money on the most uneventful game, ever.

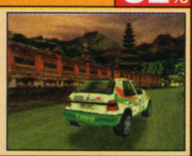
Overall 27%

And if we've missed anything, here's our...

Reviews Round-up

COLIN MCRAE RALLY 82%

Top-notch rallying at a giveaway price. Not as good as the sequel, admittedly, but come on – it's only a fiver. That's practically free, y'know. Well worth it.



FORMAT: PC BY: CODEMASTERS PRICE: £5

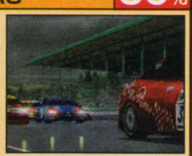
ISS PRO EVOLUTION 90%

Show off those silky footwork skills with this Platinum re-release of one of the best footie games ever made. Everyone should own a copy of this gem.

FORMAT: PS BY: KONAMI PRICE: £20

TOCA: WORLD TOURING CARS 80%

Fun racing action in powerful saloon cars which crumple and smash to pieces when you crash, in a very satisfying way. Cheap-ish and quite cheerful.



FORMAT: PS BY: CODEMASTERS PRICE: £20

INTERNATIONAL LEAGUE SOCCER 50%

Doesn't look too shabby but there are much better football games on PSone, and when the next PS2 *ISS* is released this will be rendered obsolete.

FORMAT: PS2 BY: EON PRICE: £40

DINO CRISIS 2 84%

Jurassic larks in this survival horror sequel, with the all-new ability to use two weapons at once. Looks good but it's over quite quickly, so lacks a bit of depth.

FORMAT: PS BY: CAPCOM PRICE: £20

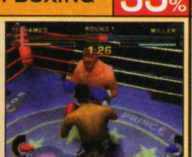
ALIEN RESURRECTION 81%

Punishingly difficult sci-fi romp, though it's fun to play as the familiar Ripley and crew. Dark, moody graphics and scenes of trouser-browning terror ahoy.

FORMAT: PS BY: FOX PRICE: £20

PRINCE NASEEM BOXING 35%

Dull boxing sim with an emphasis on accuracy, and very little in the way of fun. Even hardcore Naz fans won't find much fun to be had in this.



FORMAT: PS BY: CODEMASTERS PRICE: £10

DIABLO 2 EXPANSION SET 77%

Enhance your existing copy of *Diablo 2* with this add-on, featuring a new act, new graphics and some useful new characters – the Assassin and Druid.

FORMAT: PC BY: SIERRA PRICE: £20

INTERNATIONAL CRICKET CAPTAIN 60%

Take the ultimate cricketing challenge and turn England from no-hope bums into world-beaters. No mean feat. One for *Wisden* readers only.

FORMAT: PS BY: EMPIRE PRICE: £30

BUZZ LIGHTYEAR OF STAR COMMAND 62%

To 3D platform gaming – and beyond! Buzz returns in this simplistic adventure which could keep you busy for a while, but it's rather simplistic overall.

FORMAT: PS BY: ACTIVISION PRICE: £20

INCREDIBLE CRISIS 80%

Insane collection of minigames tied together by a story about an ordinary Japanese family's adventures with alien shrink rays. Nuts.

FORMAT: PS BY: VIRGIN PRICE: £10

SABRINA THE TEENAGE WITCH 22%

Ropey old platform game aimed at small kids and hampered by dodgy collision detection and an utter lack of decent ideas. Avoid at all costs.

FORMAT: PS BY: PLAYZONE PRICE: £25

GRAN TURISMO 3 A-SPEC	(PS2)	95%
EXCITEBIKE 64	(N64)	92%
F-ZERO: MAXIMUM VELOCITY	(GBA)	91%
RED FACTION	(PS2)	90%
STARTOPIA	(PC)	90%
SUPER MARIO ADVANCE	(GBA)	89%
OPERATION FLASHPOINT	(PC)	88%
POKÉMON PUZZLE CHALLENGE	(GBC)	88%
GT ADVANCE	(GBA)	85%
EXTERMINATION	(PS2)	84%
CHU CHU ROCKET	(GBA)	83%
CRAZY TAXI 2	(DC)	83%
MAT HOFFMAN'S PRO BMX	(PS)	83%
POWER DIGGERZ	(PS)	82%
TONY HAWK'S PRO SKATER 2	(GBA)	81%
UNREAL TOURNAMENT	(DC)	81%
ALONE IN THE DARK	(PS)	80%
EMPEROR: BATTLE FOR DUNE	(PC)	76%
THE BOUNCER	(PS2)	72%
SPIDER-MAN	(DC)	70%
RUGBY	(PS2)	68%
EVIL DEAD: HAIL TO THE KING	(DC)	20%

RESI CODE:VERONICA COMPLETE	(PS2)	92%
FORMULA ONE 2001	(PS2)	91%
ALONE IN THE DARK: NEW NIGHTMARE	(GBC)	90%
FORMULA ONE 2001	(PS)	88%
CRAZY TAXI	(PS2)	86%
TRIBES 2	(PC)	85%
RING OF RED	(PS2)	84%
FUR FIGHTERS: VIGGO'S REVENGE	(PS2)	83%
MAT HOFFMAN'S PRO BMX	(GBC)	82%
MTV MUSIC GENERATOR 2	(PS2)	81%
DESPERADOS	(PC)	76%
STUPID INVADERS	(DC)	74%
18 WHEELER	(DC)	73%
RUMBLE RACING	(PS2)	73%
INDIANA JONES & THE INFERNAL MACHINE	(N64)	71%
DAVE MIRRA'S FREESTYLE BMX	(PS)	70%
CONFIDENTIAL MISSION	(DC)	68%
GAUNTLET DARK LEGACY	(PS2)	63%
JUNGLE BOOK: GROOVE PARTY	(PS2)	55%
AIDYN CHRONICLES: FIRST MAGE	(N64)	43%
DEFA CHALLENGE	(PS2)	42%
ARMY MEN: GREEN ROGUE	(PS2)	21%

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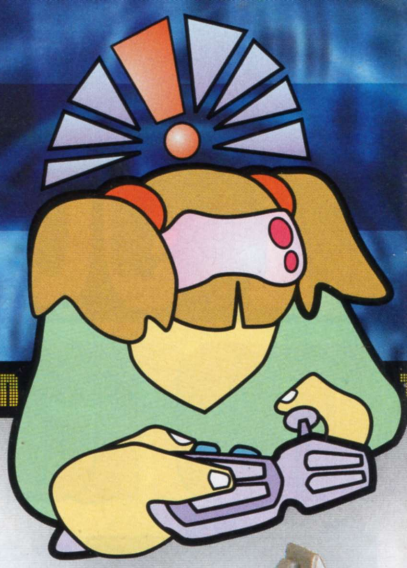
FREE TOP GIFT EVERY ISSUE!

BRING THE TOYZ!

In this **complicated world** it is often the simplest things that bring **a smile to our faces.** Check out our round-up of the **smartest toys** and games!

TOYZ IN THE 'HOOD!...TOYZ IN THE 'HOOD!...TOYZ IN THE 'HOOD!... TOYZ IN



» FEATURES EDITOR

Spicing up this month's collection are some tasty morsels from Japan – the land of the rising sun, and some nifty plastic bits of tat.

Dave Harrison

PARAPPA THE RAPPA

Look at the little homie in his little hat. Bless. This wind up effigy fails to replicate the homie swagger that all those Gs do, but it makes us laugh. It's so sweet.
PRICE: £2.99
AVAILABLE: Japan
CONTACT: www.projectk.com

DITTO

This is the DJ Dave Pearce of robots. It just can't stop having a large one. Play any music and the cheeky mechanised fella grooves like a Gatecrasher kid.
PRICE: £21.99
AVAILABLE: Vivid Imaginations
CONTACT: 01702 200 600

SPEILBERG MOVIE MAKING LEGO SET

This is quality toymanship. You can create your own *Jurassic Park* set, then capture the action using a USB digital camera that you can hook up to your PC. Create your own special effects and you could be getting a BAFTA before the week's out.
PRICE: £159.99
AVAILABLE: Lego
CONTACT: 0845 708 0070

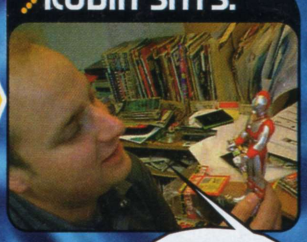
RAYMAN

This is a freebie from Ubi Soft, but we thought we'd include it because they had to include a wall behind him to link his arms to the rest of him. Shambles.
PRICE: N/A
AVAILABLE: Ubisoft
CONTACT: 0208 944 9000

TOY DIVISION!

The highlight of this month is the Steven Spielberg Movie Making Lego Set. We've been hard at work recreating some cinematic classics because they just don't make films like they used to. So far we've done our own versions of such classics as the *Bicycle Thieves*, *Citizen Kane* and of course *The Karate Kid*. And we've just started on *My Alibi*.

ROBIN SAYS:



You look a lot bigger on the telly.

TOM SAYS:

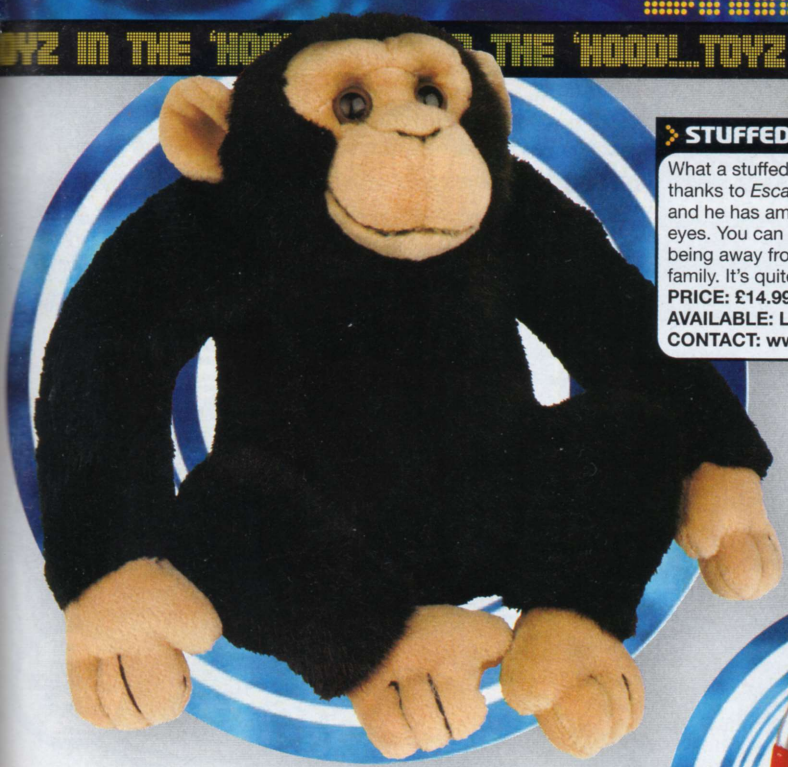
Anyone moves and the Porsche gets it!

KEY SAYS:

I'm coming after you Chipperfield...

BRING THE TOYZ!

TOYZ IN THE 'HOOD!_TOYZ IN THE 'HOOD!_TOYZ IN THE 'HOOD!_TOYZ IN THE 'HOOD!

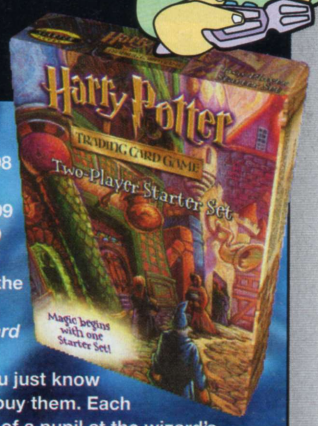


STUFFED MONKEY

What a stuffed toy. He came our way thanks to *Escape From Monkey Island*, and he has amazing emotion in his button eyes. You can almost feel the pain at being away from his homeland and his family. It's quite distressing.
PRICE: £14.99
AVAILABLE: Leosco
CONTACT: www.wheesh.com

HARRY POTTER TRADING CARD GAME

From: Wizards of the Coast
Contact: 0345 125 598
Price:
Starter packs – £14.99
Booster pack – £2.49



From the makers of the hugely successful *Pokémon Trading Card Game* comes *Harry Potter* cards! And you just know that you're going to buy them. Each player takes the role of a pupil at the wizard's school of Hogwarts who can cast spells and use magical creatures. By using your cunning and wizardly knowledge you must battle against your mates, and the first one to make all their opponent's cards disappear wins. There are 118 different cards to collect, with top notch illustrations of all your favourite characters, potions and spells. With these cards, the movies and the games coming out, and even more books being written, you'll just have to get into *Harry Potter*.

▲ The Harry Potter craze has spread from books to films and now trading card games. Look out for the videogames coming soon, too.

ULTRAMAN

The toughest super hero in Japan. This is the guy that gets Godzilla in a headlock when the big lizard starts kicking off. Bandai haven't released any Ultraman products over here, but this chappy is a cult figure worth investigating.
PRICE: £6.99
AVAILABLE: Bandai/Importers
CONTACT: 01489 790 944

MINI Z-RACERS

Nice RC car. This baby is a Porsche 911. And it's red. It comes with a nifty, tweakable controller that helps you control a vehicle the moves like poo-poo from a spade. Serious boy's toy from a top boy's toy website. Check it out.
PRICE: £119.95
AVAILABLE: Firebox
CONTACT: www.firebox.com

VERTICAL LIMIT DVD

From: Columbia
Cert: 12
Price: £17.99

What's great these days is that whatever the standard of the film, the DVD extra package is usually quite substantial. And such is the case with *Vertical Limit* which is not much more than a B-movie with a fair to middling budget. The story has Chris O'Donnell trying to save his sister from becoming an icepop on the top of K2, and works effectively as an okay thriller. The extras include a 'Making Of' featurette, a documentary on mountain rescue, and a commentary from the director. All quite tidy.

◀ Chris O'Donnell brings his own unique blandness to this snowy action thriller.

▼ Not the best time to dick around on the washing line.

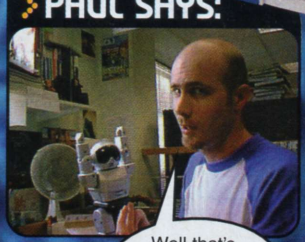
IR-V

It looks like a stripped down Ferbie but is extremely nifty. It can interact with its own website (www.ir-vonline.com) and helps kids to learn cool stuff. Very skill.
PRICE: £49.99
AVAILABLE: Halsall
CONTACT: 01253 775533

NICOLA SAYS:

Has anyone ever told you, you're a dead ringer for Johnny 5?

PAUL SAYS:



Well that's Y, now try the M, the C and the A.

HARD WAR

It's raw. It's bitter. **It's hardcore.** It's peripherals **stripped down to the waist,** fighting for attention. **It's a savage game,** but which **3rd party warrior** is going to prevail and be crowned **King of Space...?** Read on.

PERIPHERALS ON TRAIL...PERIPHERALS ON TRAIL...PERIPHERALS ON TRAIL... PERIPHERALS ON TR

POKÉMON GAME BOY ADVANCE

We've got a special guest this month. It's GBA, the greatest handheld ever. But this one is different. It's a limited edition Pokémon Centre GBA, with a Pokémon Crystal theme. It's presented in a darling blueish-silvery hue, very similar to the colouring of Pokémon 245 – Suicine, the mascot for the *Crystal* edition of the game. The colour changes slightly depending on how you hold it, and there are silhouettes of Pikachu and Pichu at the bottom of the screen. Sadly you can only buy these in the Pokémon centre in Japan. But *you* could win one in this issue (see page 110).

FROM: NINTENDO
CONTACT: 01703 652 222
PRICE: CONTACT IMPORTER

97%

VERDICT:

Manage to get yourself one of these and you'll be the envy of all UK gamers. You'll be the gamest of the Game Boys. You'll be a hero. So make sure you send your entry in, pronto.

GBC POWERPACK

In what must be a first for a Game Boy extra, the makers have refrained from making this power pack in a hideously garish colour. Instead it's a restrained and respectable dark black. Very sturdy, works well and doesn't make your GBC too clumsy. What more could you want?

FROM: VENOM
CONTACT: 01763 273383
PRICE: £14.99

64%

PS2 DVD REMOTE

PS2 remotes are much of a muchness. They have to really stink to stand out from the rest. And this one doesn't. Cool and discrete, it won't stab you in the eye.

FROM: VENOM
CONTACT: 01763 273 383
PRICE: £14.99

65%

LEGO CD CASE

You don't necessarily have to use this CD case with DC games, but we thought we'd just use the logo again as we don't often get the chance these days. Finished in a luscious shade of lemon, you can put your CDs in the plastic womb and they don't break. Fantastic.

FROM: LEGO
CONTACT: 0845 708 0070
PRICE: £4.99

72%

BATTERY GRIP

This is almost ace because it swells the grippage of the GBA to make it comfortable for bigger hands. But it swells it just that bit too far. Arse.

FROM: MAD CATZ
CONTACT: 01992 707 400
PRICE: £14.99

58%

GBA DESKTOP CHARGER

It's a bit pricey for what it does, but it's quite neat. It's a recharger, and the only advantage is that you just rest it on the electrode thingies rather then plug it. Sorry for getting technical just then.

FROM: SAITEK
CONTACT: 01454 451 900
PRICE: £19.99

68%

GBA STARTER PACK

There are going to be tons of GBA extras swarming the market as it continues to sell like hot cakes. And, if you really feel the need to add some icing to said cake, it makes sense to go for a bundle like this – handy recharger, a bit of protection and a link-up cable. Bish, bash, bosh, good value and everyone's a winner. Cushtie.

FROM: MAD CATZ
CONTACT: 01992 707400
PRICE: £24.99

74%

DVD REGION X

Brilliant. It's not often that we froth at the mouth about anything on these pages, but this is top. Simply pop the key card in the PS2, slap in the disc and you'll be able to play any DVD from any region. But you must find out if your telly can handle NTSC signals first.

FROM: DATEL
CONTACT: 0845 601 0015
PRICE: £19.99

71%

ROLL CAGE

Not the best of the GBA peripheral family. I'm sure there are better ways to protect your GBA than this. How about treating your property with respect?

FROM: MAD CATZ
CONTACT: 01992 707 400
PRICE: £9.99

51%

PS2 USB MOUSE

I saw a mouse. Where? Someone was using it to play *Unreal Tournament* and it made it a lot more fun to play. This is a fairly anonymous peripheral but doesn't let you down if you ride it quite gently. Get youself a USB keyboard as well and you'll be laughing.

FROM: JOYTECH
CONTACT: 01525 244 210
PRICE: £25

80%

ON TEST

GAME BOY ADVANCE

WIN!

OVER £1000 WORTH OF PRIZES!

GAMESTER

We've gone a bit Pokémental again. Thanks to Radica, we've got a Game Boy Advance to give away. But this isn't any old GBA, oh no. It's the Special Edition Pokémon Crystal GBA (see page 108). Only available in limited numbers from the Official Pokémon Centre in Japan, you *need* its shimmery blue/silver beauty in your life.

But that's not all. Radica have also supplied us with loads of top class GBA goodies. Check out what you could win: a mains adaptor, two-player car adaptor, multi-link cable, four-way link cable, N-Case (a cool protective case for your GBA), Kit Bag (a bag for your GBA and accessories), floodlights (lights up your GBA in the dark), pro-fold light mag (makes the screen bigger and brighter), a power station (a desktop charging station), and a power pack.

The lucky winner gets the Pokémon GBA and all the goodies. Second prize is a normal GBA with all the gear, and third prize is a full set of Radica accessories. Fill in the form over there and get it to us by 30 September.

Question:
Which Pokémon does not appear on the Pokémon GBA?

a) Psyduck
b) Pikachu
c) Pichu

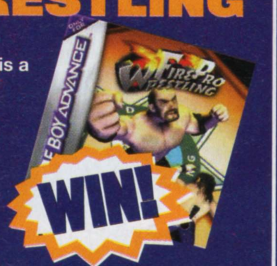
GAME BOY ADVANCE

FIRE PRO WRESTLING

Which of the following is a professional wrestler?

a) The Stone
b) The Rock
c) The Pebble

Five copies to be won.



PS2

DARK CLOUD

What's the name of the main character in *Dark Cloud*?

a) Toucan
b) Tooan
c) Toad

Five copies to be won.

PlayStation

SHEEP, DOG AND WOLF

What is the wolf in *Sheep, Dog 'n' Wolf* called?

a) Mr Wolf
b) Ralph
c) Teen Wolf

Five copies to be won.

POKEMON GBA

SPECIAL EDITION POKEMON GAME BOY ADVANCE & LOADS OF GBA GOODIES!

ENTRY FORM:

Want to win? Then tick the boxes below next to the correct answers and send the coupon to us by 30 September. If you don't want to cut up your GM, copy everything down on a postcard. **... Fill it in!**

Name: _____

Age: _____

Address: _____

_____

_____

E-mail address: _____

Telephone: _____

Which Pokémon does not appear on the Poké GBA?:

A) Psyduck? ☐
B) Pikachu? ☐
C) Pichu? ☐

GBA – *Fire Pro Wrestling*:
A) The Stone? ☐
B) The Rock? ☐
C) The Pebble? ☐

PS2 – *Dark Cloud*:
A) Toucan? ☐
B) Tooan? ☐
C) Toad? ☐

PSone – *Sheep, Dog and Wolf*:
A) Mr Wolf? ☐
B) Ralph? ☐
C) Teen Wolf? ☐

PC – *Anachranox*:
A) A Galaxy? ☐
B) A Chocolate? ☐
C) A Spider? ☐

DC – *Soldier of Fortune*:
A) Private? ☐
B) Goolie? ☐
C) Secret? ☐

Please tick this box if you do not wish to be contacted by Future Publishing or other carefully screened companies. ☐

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The judge's decisions is final, and absolutely no correspondence will be entered into. The closing date for entries is 30 September.

ANACHRANOX

...he game, what is ...achranox?

...A Galaxy
...A Chocolate
...A Spider

...e copies to be won.

SOLDIER OF FORTUNE

What is th lowest rank in the army?

a) Private
b) Goalie
c) Secret

Five copies to be won.

ISSUE 109 WINNERS!

DVD Player and Pokémon The Movie: Charlie Knight, Nottingham.

Formula One 2001: Mark Cody, Louth. Chloe Monson, East Yorkshire. S Murray, Nottingham. Mike Hughes, Denbleh. Stephen Hughes, Essex.
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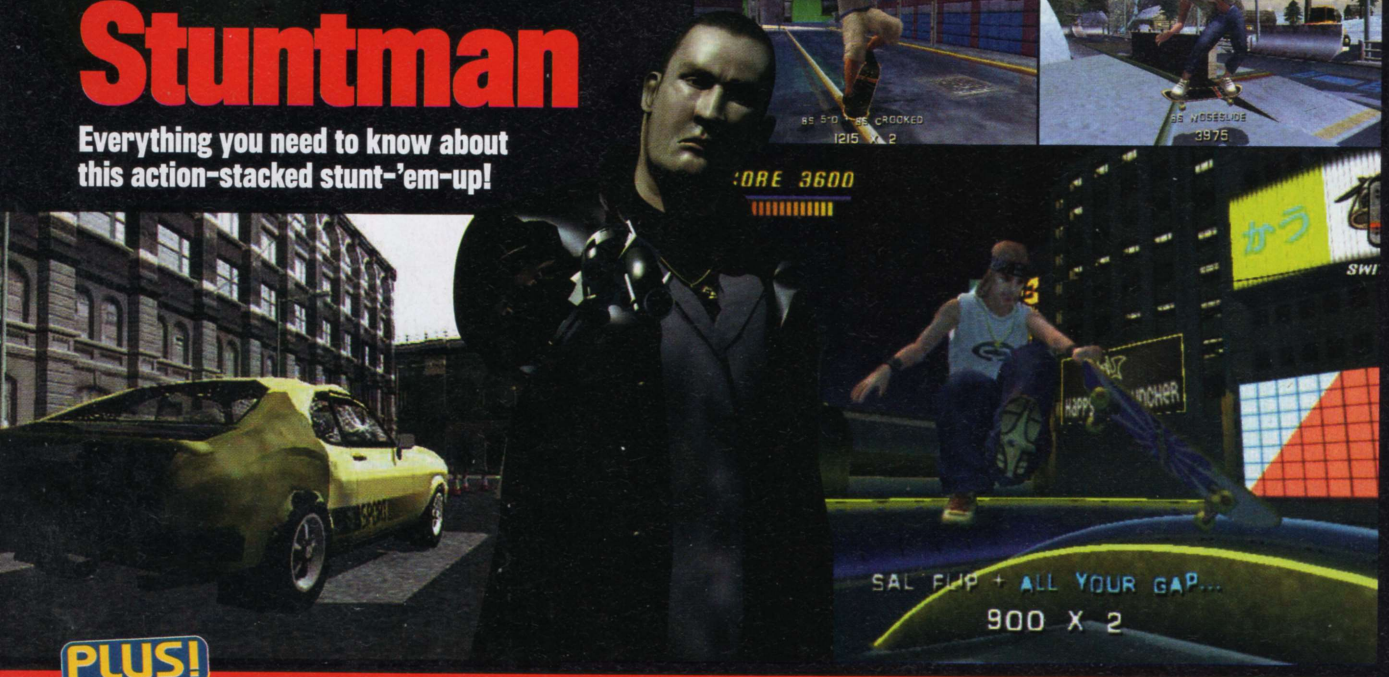

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